

IRON

GAMING IN THE GRID

AN UNOFFICIAL SOURCEBOOK FOR THE
GENESYS NARRATIVE DICE SYSTEM

GENESYS

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Created in partnership with RPG Sessions, an online role-playing tool for the narrative dice system. Roll dice, create online character sheets, and use the Game Table for your narrative dice campaigns. Links to character profiles, vehicles, and adversaries can be found with the rpgsessions.com links throughout this document, indicated by this symbol. 



CHAPTER 1

INTRODUCTION

“I KEPT DREAMING OF A WORLD I THOUGHT I’D NEVER SEE...”

KEVIN FLYNN


Hidden away inside the network of Kevin Flynn exists another world. Its creator designed it for games, but it became so much more. He called it the Grid, a digital utopia filled with infinite possibilities.

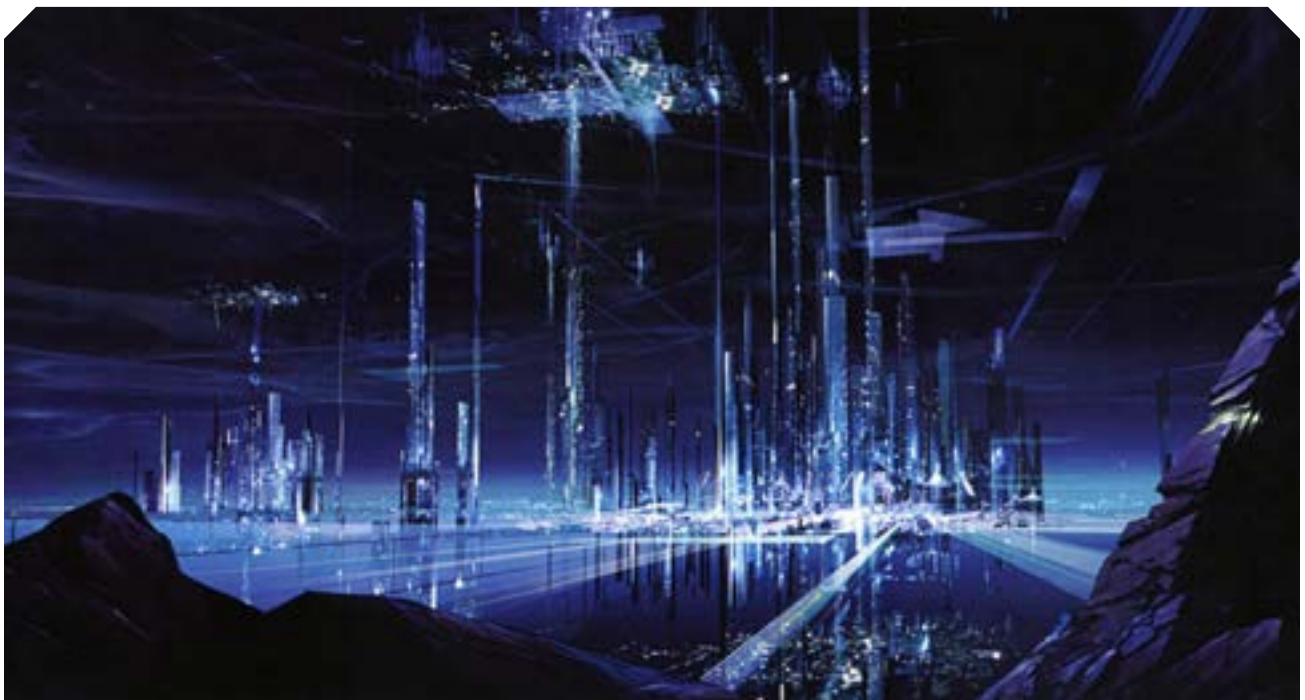
The Grid is a place of wonder, a place of danger, and a place of adventure. Filled with dedicated and talented Programs, exotic ISOs, and the rare and mysterious Users. The Grid is diverse, beautiful, and deadly.

How to use this book

TRON: Gaming in The Grid is an unofficial sourcebook for Disney’s TRON setting. Game Masters and players of this setting will need to be familiar with, or have access to the Genesys system from Fantasy Flight Games. The **Genesys Core Rulebook** contains an overview of the rules and how the narrative dice system works. Players will need the Genesys Roleplaying Dice that you can purchase from your local game store. You can also download the Genesys Dice App for free, or use an online dice roller, like RPG Sessions.

The content in this sourcebook is derived almost entirely from TRON canon, which includes the original *TRON* movie from the 80s, the *TRON: Legacy* film from 2010, and the animated, yet tragically short-lived series, *TRON: Uprising*. Greatest thanks and attribution must be given to the Tron Wiki fan-site, whose community content has been generously provided under the CC-BY-SA license. In return, any and all content found within this sourcebook is also provided under the CC-BY-SA license, and there is no claim or ownership of Disney images or content here. This is a product spawned wholly from a love of TRON and is meant to be shared openly and freely, just as Kevin Flynn would have wanted it.

All characters, vehicles, and adversaries can be found on RPG Sessions for your convenience. Simply follow the link (indicated with this symbol ) to clone the character or vehicle you’d like to use for your own, and a copy of it will be added to your own RPG Sessions account that you can alter and change to your liking.





ERA'S OF PLAY

There are two main eras within the TRON universe; actions which took place within the ENCOM System that encompass the original TRON movie, and the actions which took place within Kevin Flynn's TRON System that include TRON: Uprising, TRON: Evolution, and TRON: Legacy. Either of these eras provide rich environments and situations for adventures, storytelling and exploration.

But players are not limited to only these two eras and systems. Maybe Flynn had another computer that was initially created to test ideas and code. Or maybe someone was able to copy existing data to another computer, and it has been evolving for decades.

ENCOM System (Before 1982)

The Encom System takes place during the original film, TRON, and it all occurs within the original ENCOM System populated by Programs, and the Master Control Program (MCP).

TRON System (After 1982)

The TRON System era of play takes place when Flynn creates a new Grid to his own specifications, and places Tron to watch over the system, and his improved CLU program to assist in building it.

BRIEF HISTORY OF 'THE TRON UNIVERSE

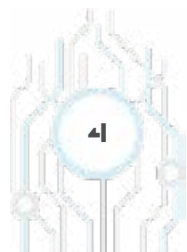
1972-1978

In 1972 Walter Gibbs creates ENCOM Corporation, which becomes one of the worlds leading computer companies in only a few years. Soon after, Kevin Flynn was hired, and became one of ENCOM's brightest software engineers, developing Space Paranoids, one of the most successful video games ever conceived. Little did Flynn know that a fellow ENCOM employee, Ed Dillinger, was stealing his programs and games, and claiming them as his own. With his new notoriety, Dillinger began his meteoric rise in ENCOM, soon becoming Senior Executive V.P. in the company.

1978-1982

The Master Control Program (MCP), an administrative program created by Gibbs, begins overseeing ENCOM's mainframe and Game Grid. Sensing another opportunity to gain power, Dillinger secretly begins writing codes into the MCP that tells the program to steal functions from other programs. Needing to clear his path of possible whistle blowers, Kevin Flynn is fired by Ed Dillinger.

Alan Bradley, a programming engineer, starts coding an independent security program (codename: "TRON") that monitors all contacts between ENCOM and other



systems, while Flynn writes a "Codified Likeness Unit", (or "CLU"), with the purpose of breaking into ENCOM's security systems.

ENCOM begins experimenting with 'Matter Transformation' tests using a digitizing laser built by Lora Baines, a programmer and scientist, and Walter Gibbs. Lora writes a digital simulation program named "Yori" to assist with these tests that dismantle the molecular structure of objects.



As the MCP continues growing smarter, Dillinger becomes more paranoid, shutting down access to many users from their programs. From his newly opened arcade, Flynn continues to use CLU to hack ENCOM's system, trying to find the files he needs as solid evidence to prove he's the one who programmed the video games that Dillinger took credit for.

Alan, Flynn and Lora team up to find out what is going on with ENCOM, and use a terminal from within to activate Tron and use it to shut the MCP down and retrieve Flynn's evidence. Sensing the growing danger, the MCP digitizes Flynn into the Game Grid in hopes to terminate the user. Flynn finds Tron and Yori, and together are able to derez the MCP. Flynn returns to the real world, and finds the incriminating evidence he needed to depose of Dillinger, which in turn saw him promoted to the position of ENCOM CEO.

1983-1989

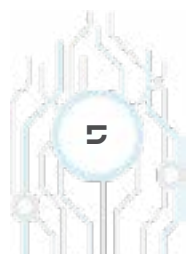
During his time as the head of ENCOM, Flynn toyed with the idea of creating another game based on his experiences inside ENCOM's server. Fueled with experiences he had in the digital world, Flynn creates a new Grid to his own specifications, and places Tron to watch over the system, and his improved CLU program to assist building it.

Flynn marries Jordan Canas, an architect for Hydecker Designs, and they have a son named Sam. Discovering wonders and miracles, like the ISOs, while in the Grid, Flynn publishes a book on "a digital frontier that will reshape the human condition." In an unfortunate car accident, Jordan is killed, leaving Flynn heartbroken and Sam without a mother. Flynn decides to retire from ENCOM to take care of Sam, and to further focus on the growing digital world he is creating.

In a surprise ambush, CLU stages a coup and commits genocide on the ISOs. Flynn is unable to return to the real world, and is trapped in the Grid with the last ISO, Quorra. The outside world has no idea what has happened to Flynn, and his mysterious disappearance becomes a topic of heated debate. Sam, now the official shareholder of ENCOM's stock, accepts the idea that his father ran away.

1990s

Sam continues to follow in his father's footsteps, becoming quite adept to technology. But his resentment keeps him distant from any official capacity at ENCOM, only showing interest by setting up elaborate yearly company pranks. In once instance, Sam infiltrates ENCOM and releases ENCOM OS-12 to the world, free of charge.



Alan appears shortly after, sharing with Sam that he received a page from his father. Sam decides to investigate, returning to his father's work station under Flynn's Arcade. By accident, Sam is digitized into Tron City and forced to participate in the games.

He finds a world ruled by CLU, and his father trapped inside. Sam, his father, and Quorra, an Isomorphic Algorithm, decide to make a break for the portal to

escape. But CLU pursues them, hoping to escape with an army to take over the real world. Flynn sacrifices himself to prevent Clu from entering the portal; both are dazed in the subsequent explosion. Sam emerges from the Grid accompanied by Quorra, and he seizes control of ENCOM and names Alan Bradley as ENCOM's new chairman of the board.

PLAYING IN THE GRID

Life on the Grid was meant to be a utopian civilization where all types of programs functioned and intermingled. Kevin Flynn envisioned a metropolis of digital freedom, and uniquely different from life in the real world. Visually, the Grid is like nothing ever seen before. The architecture is a dark latticework of shapes with glowing blue, cyan, or white ribbons of light that define most edges wherever you look.

Programs go about their day-to-day tasks, mostly following their primary directives, but also finding time to enjoy many things that users in the real world enjoy, like clubbing, socializing, resting, playing games, and maintaining hobbies outside their main functions. Yet, Programs are written to be competitive. System monitors help keep the system free of corruption, the most famous being the security program named Tron.

Economics

With Kevin Flynn's desire to create a free, open system, the economics on the Grid differ greatly from the world of the users. Most programs aren't motivated by monetary wealth, since their basic necessities are already provided, including housing, batons, basic light suits, and liquid energy. An understanding of ownership still exists, and most programs recognize legal implications of a crime like stealing or theft.

Many programs exchange favors with each other, instead of exchanging currency. Players will not need to track funds for purchasing, but will instead rely on Rarity, and their Encumbrance. Acquiring goods goes into further details on page 35, but **the basic idea is that items with Rarity 2 or lower are available to all programs, as long as it doesn't already belong to someone else.** Programs can gain experience and invest in talents that can increase the allowed Rarity value, and the amount of items allowed on an Identity disc, Baton, and Light Suit.

Time

Another key difference is time in the Grid vs time in the real world. On the Grid, time runs at a pace far greater than time perceived in the real world, thus allowing anyone immersed in the computer environment to perform the same functions in a fraction of the time it would take them otherwise. A Cycle is the measurement of time used in the Grid, and is the real world equivalent of a year, even though sometimes it's used colloquially to mean one working day on the Grid. A millicycle is equal to about eight hours in the real world, and one year in the real world equals about fifty cycles in the Grid.

DON'T THINK TOO HARD

As a digital fantasy theme, the Tron Universe isn't meant to be a working, realistic copy of the real world, and the setting may not always make scientific sense. The Grid is an exciting place with plenty of opportunities to find adventure, and a logical analysis of the world isn't needed to enjoy the setting. The main point to remember is to view the digital world as a thrilling and memorable place, with adventure and danger around every corner.

Since programs are rezzed, or created, by users, a visitor to the grid will never see a child, teenager, or infant throughout society. Families are non-existent in the Grid, but it's a concept programs can grasp. All programs appear as adults. Programs can cease to exist, however, by running out of energy, or being subject to deresolution ("derezed" for short). Users caught in the Grid for prolonged lengths of time can continue aging in relation to time in the real world.

Opposition

One can see why Kevin Flynn was excited to share his utopia with the world. But when Clu took control of the Grid, the perfect system he had put countless hours

into suddenly became a dark, oppressive place of strict, regulated functions. Fear became ever growing in the lives of all programs as additional nefarious programs grew in power and prominence. Black market dealers, underworld contacts, and oppressive military leaders began to take hold of a once free and peaceful world.

Depending what era you play, your campaign will find greater tension when there's a force to oppose, or a struggle to overcome. The Grid can become a place where you may not know who you can trust, or what deals are secretly being made. Finding moments that can let your character shine will be ever present when there's a key adversary to defeat.



CHAPTER 2

CHARACTER CREATION

"GAME ON, OLD FRIEND."

CLU

Below are the guidelines to follow when creating the character you want to play in the Grid. If you are familiar with character creation rules that start on page 32 of the **Genesys Core Rulebook**, the process will be similar. Start with a concept by looking at TRON images, playing the games, watching the movies/animated series for inspiration, or create your own unique idea. Next, determine your character's background. Then choose an archetype, and your character's career. Invest your experience points, and determine your derived attributes. After that, determine what motivates your characters. Finish character creation by choosing your gear, appearance and personality.

Character Concept

Tron is all about the characters. The world is beautiful, the vehicles fast and sleek, but it's the personalities that live in the digital world that gives The Grid life.

Think about what kind of character you would like to be within the world of the Grid. What's your programming? Are you a rabble rouser? Did you stumble into the world and are overwhelmed by its aesthetics and political turmoil, or are you native to the Grid, but without purpose, trying to discover who you are? Jot your ideas down and refer to them as you read through how to create a character. It's ok to change your concept as you go!

1. SELECT ARCHETYPE

The Grid is an expansive place, filled with a variety of programs. There are no Species or Race categories in the Grid, but there are distinct archetypes who roam it's circuits. A program's archetype is inherently connected to its primary function and background. They compile on the Grid with specific instructions to fulfill, with the only exceptions being ISOs and Users.

Because of the singular focus, programs become quite skilled in their field. There are 7 primary archetypes to choose from that will be the foundation of the character you will play on the Grid: Code-mender Program, Security Program, Siren Program, System Administrator Program, Utility Program, ISOs, and Users.



Code Mender Programs

As sleek and orderly as the Grid seems to be, code can break, get out of line, or become corrupted. Code Menders know how to repair the damage, and get everything working again. There are many programs that handle repairs, but the 2 most common types are mechanics and medics.

Mechanics identify glitches in light cycle, or fix code errors that manifest on a runaway lift. They know how to access damaged code, make the necessary modifications, and bring the item back to top working condition. Most Mechanics work at a central hub or garage, taking orders from administrative programs to help prioritize the backlog of equipment needing repaired. Many times they find themselves working in teams, and versatile tools like a wrench enable them to plug into most inanimate objects, allowing the user to manually interact with the code in a tangible form.

Code also needs repaired in programs from time to time as injuries still happen on the Grid. With a program's disc in hand, Medics can view the digital makeup of their patient, and can find vital information to help them recover. Just like a Mechanic knows how to find

damaged code in machines, Medics can sift through a program's disk with ease and repair damaged code with great precision. Medics can be motivated by their great concern for their fellow programs, and find comfort in assisting the injured.

PLAYING A CODE MENDER PROGRAM

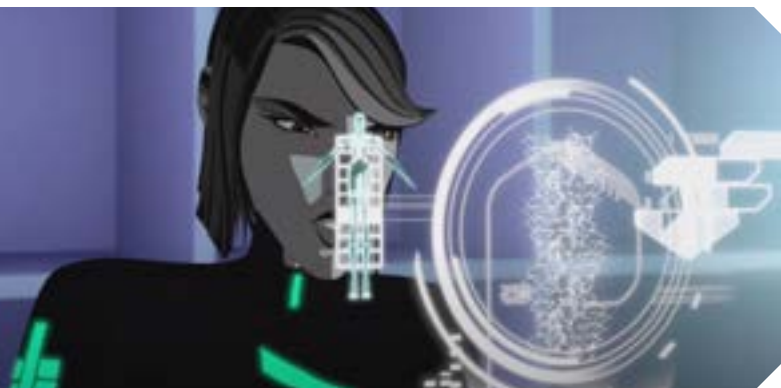


- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 140
- **Starting Skills:** A Code Mender can choose between Medicine or Mechanics, and can start with one rank in the skill at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation. The chosen skill also becomes a career skill.
- **Primary directive:** Programs have a specific directive that gives them focused capability. The skill chosen previously can receive an **A** anytime they use that skill that relates to their directive.

 [Link to RPG Sessions: Code Mender Program](#)

PROGRAM APPEARANCE

Programs appear as humanoid, hardly ever show signs of aging, and can look like their user counterpart in the real world. They have circuitry all over their clothing, armor or robes, which glows in different colors that vary, depending on class, function, and allegiance. The circuitry will also flicker and fade if the program is wounded, dying, or being repurposed. When damaged, a program reveals their internal anatomy being made of nothing but digital data and bits, and can develop scar-like marks.



Security Programs

Though the Grid was designed to be free and open to all programs, internal struggles still exist. Security Programs and System Monitors are tasked with maintaining system integrity on the Grid. These programs are the first to respond to any threat that jeopardizes basic program rights on the Grid. Extremely agile and athletic, Security Programs can find ways into altercations quickly with great accuracy, whether it be scaling walls, jumping over railings, or racing in on a light cycle. Although combat isn't their first option in solving a threat, they are adept warriors that are ready to stand their ground when the moment requires them to. The most famous System Monitor is a program called Tron, and was said to be one of the first inhabitants of the Grid.

Motivated by justice, revenge, or their role as a protector, most Security Programs are driven by a great sense of duty in the work they do. With threats such as gridbugs, rogue programs, viruses, and even tensions between different factions, a Security Program's work is never an easy one. Many programs have taken a stand against corruption, and some have even been trained by other System monitors.

PLAYING A SECURITY PROGRAM



- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Experience:** 150
- **Starting Skills:** A Security Program can choose between Athletics or Brawl, and can start with one rank in the skill at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation. The chosen skill also becomes a career skill.
- **Primary directive:** Programs have a specific directive that gives them focused capability. The skill chosen previously can receive an **A** anytime they use that skill that relates to their directive.

 [Link to RPG Sessions: Security Program Arcetype](#)



Siren Programs

Sirens are mysterious programs found on the Grid that display a variety of abilities, from preparing programs with armor to play in the games, to being a valued intelligence agent that knows more about the Grid than most programs ever dreamed. Usually female clad in a characteristic white outfit, Sirens have an extensive skill set that enables them to associate with not only the most influential programs, but can also stand their ground in the most dangerous parts of the city.

Sirens tend to possess a straight-to-the-point, stoical temperament, and usually have a pleasant but calm and focused look on their faces. Some Sirens have been known to work for various underworld kingpins and shady political figures as enforcers, informants, or couriers. But there are also stories about them being cunning warriors, even taking on a large group of Black Guards in an act of selfless sacrifice. One thing is for sure — when any program crosses paths with a Siren, it will be an encounter they will surely never forget.

PLAYING A SIREN PROGRAM



- **Starting Wound Threshold:** 11 + Brawn
- **Starting Strain Threshold:** 9 + Willpower
- **Starting Experience:** 140
- **Starting Skills:** A Siren Program can choose between Charm, Deception, or Streetwise, and can start with one rank in the skill at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation. The chosen skill also becomes a career skill.
- **Primary directive:** Programs have a specific directive that gives them focused capability. The skill chosen previously can receive an **A** anytime they use that skill that relates to their directive.

 [Link to RPG Sessions: Siren Program Archetype](#)



System Administrator

As gifted leaders, knowledgeable teachers, and reliable managers, System Administrator Programs have a unique role among the various programs on the Grid. Whether they are persuasively leading a rally against a cause they oppose, or keeping a group of programs working as a team, System Administrator Programs devote their time to increase understanding and order on the Grid. These characters can spin words together in a way that makes them easy to understand and encouraging to follow. They have innate abilities to push the programs they have stewardship over to their maximum potential, and achieve incredible results.

System Administrator Programs can come from various disciplines and backgrounds, and some may even reluctantly take upon themselves the mantle of a figurehead. Wisdom becomes a hallmark of these characters, not only knowing extensive pieces of information, but how best to use this knowledge to benefit the situation. Many exude an aura of command that adds to their already confident image, and presents them in a dominant position whenever social situations arise.

PLAYING A SYSTEM ADMINISTRATOR



- **Starting Wound Threshold:** 8 + Brawn
- **Starting Strain Threshold:** 12 + Willpower
- **Starting Experience:** 140
- **Starting Skills:** A System Administrator Program can choose between Discipline, Leadership, or Negotiation, and can start with one rank in the skill at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation. The chosen skill also becomes a career skill.
- **Primary directive:** Programs have a specific directive that gives them focused capability. The skill chosen previously can receive an **A** anytime they use that skill that relates to their directive.

 [Link to RPG Sessions: System Administrator Program](#)



Utility Programs

The Grid is expansive, and it takes a great many programs to keep it running and functioning at peak performance. Utility Programs handle a variety of tasks and jobs, helping maintain systems and keeping the city running. Though it is not the most glamorous life, Utility Programs have a crucial role to play in society, and they do their job with keen focus.

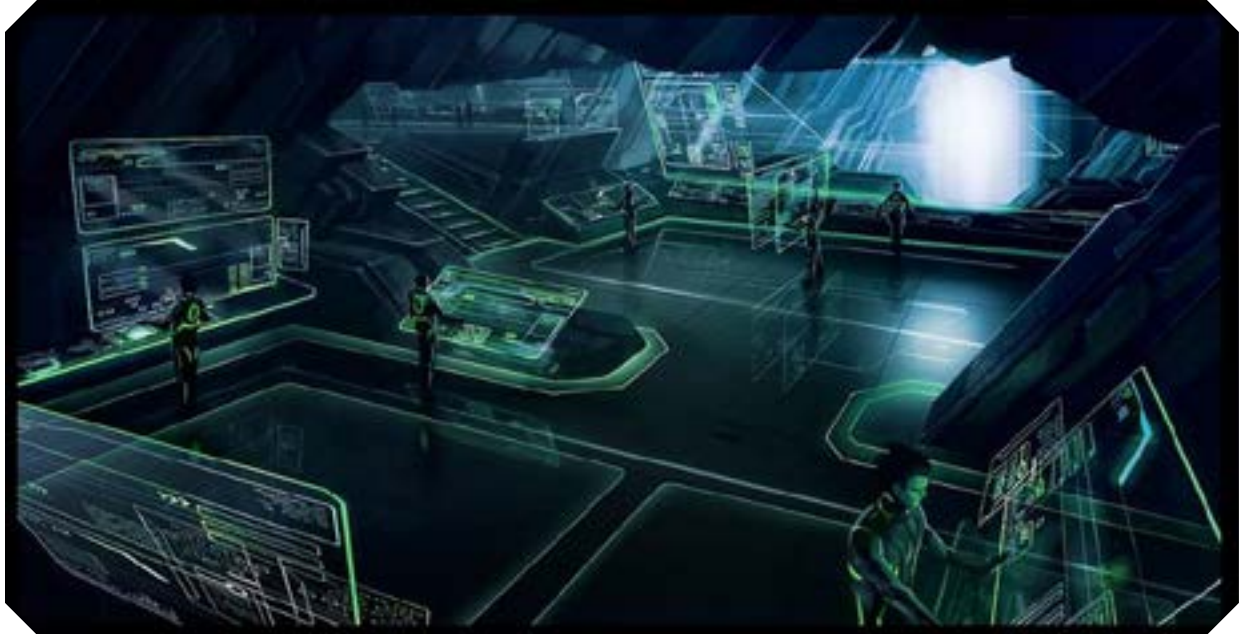
Players that wish to play a program that doesn't fit under the focus of a Code Mender, Security, Siren, or System Administrator, has the option to create a program that fits their concept. Maybe the character is an actuarial program working for a big insurance company, or a compound interest program for a Savings & Loan. Or maybe the character is in charge of creating digital simulations, or possibly a simple janitor, keeping things orderly in buildings and streets of the grid. Whatever you decide to be, these programs are dedicated to their functions, and usually end up being quite skilled in their given profession.

PLAYING AN UTILITY PROGRAM



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 150
- **Starting Skills:** A Utility Program can choose between Computers, Cool, or Vigilance, and can start with one rank in the skill at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation. The chosen skill also becomes a career skill.
- **Primary directive:** Programs have a specific directive that gives them focused capability. The skill chosen previously can receive an **A** anytime they use that skill that relates to their directive.

 [Link to RPG Sessions: Utility Program Archetype](#)



ISO

Isomorphic Algorithms (better known as ISOs) were a race of programs that spontaneously evolved on the Grid, as opposed to being created by users. They are rare and stigmatized by the majority of Programs. ISOs differ from Basic programs in their appearance and capabilities, but their uniqueness lies in their code base. They are said to be different due to their not having been programmed or controlled by functions, protocols and the need for purpose. While regular programs conform to the rigid structure defined by their users, ISOs have evolved, complete with a genetic code that even Kevin Flynn can scarcely comprehend. This inner structure of their code could potentially allow ISOs to develop beyond the capabilities of regular programs.

Kevin Flynn and Clu discovered the first ISO in 1984 at the edge of Tron City. Flynn describes them as "something extraordinary, a miracle." Clu felt the opposite, and saw them as imperfections to a perfect system. As the ISO population grew, they attempted to integrate with the Grid's population, but met resistance from Basics, and thereafter formed their own colonies, such as the Bostrimites that were prone to aggressive self-modification in order to better survive the harsh conditions in the Outlands as well as to further delineate themselves from other programs. Subsequent to his betrayal, Clu initiated a genocidal assault on the ISOs which was later referred to as the ISO War or the Purge.



APPEARANCE

ISOs first emerged with minimal clothing, many with shaven heads, and unique markings on their skin. Their color circuitry is usually white, but some have modified their circuitry to glow bright green. Since their appearance, they have since dressed as other common programs. A clear indicator of an ISO is a symbol on their arm, some with a hexagon symbol, followed by a "T" shape, while others have a hexagon symbol with a sideways "V" shape. After the purge, many surviving ISOs were careful to hide these markings, for the risk of being persecuted. Other programs wear an armband with an ISO symbol to show their support to these new programs, or to represent a memorial of their past involvement fighting in the ISO War.



PLAYING AN ISO



- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 90
- **Starting Skills:** ISOs start with one rank in Cool at character creation. They obtain this rank before spending experience points, and may not be increased higher than rank 2 during character creation.
- **Part of the Grid:** An ISO's connection with the grid, along with their ability to adapt and learn, gives them unique abilities that aren't limited to a set of functions. Once per session, an ISO may spend a Story Point to reroll one skill check.
- **Complex Code:** An ISO's code is much more complex than an average program's code. Because of this, whenever an ISO needs medical attention, add a ■ to the check.

[Link to RPG Sessions: ISO Archetype](#)

User

The creators and programmers of the Grid have been known to visit the world they've created taking the form of Programs. They are wise, yet ignorant. They can seem weak but can be very powerful in ways Programs and ISOs can never be.

A User is a human being who operates a computer in the real world. If a user writes and compiles a computer program, the program, inhabiting the micro-civilization in the computer world, often looks exactly like his or her user counterpart in the real world, though exceptions exist for data pushers and programs written by multiple users. Users normally communicate with their programs by speaking or typing commands into their computers; on the other side of the screen, programs receive these impulses as "calls" which summon them to I/O towers to trade information with the other world. Many programs regard their users as akin to gods, while others have been known to reject, deny, or attempt to manipulate them.



A User can enter the computer world through the extremely experimental method of digitization, which involves being scanned by a dual laser beam from a digitizing gun and literally disintegrating. The laser beam collects every atom of the digitized object and converts its information into digital data. Through this process, the user is transported into the computer world and can interact with the computer programs physically. Users have experienced dizziness and disorientation upon entry into digital worlds.

APPEARANCE

Users appear as they did in the real world, but wear clothing or Light Suits similar to Programs. Although a human being is a far more complex entity than a basic Program, digitized Users have been known to arrive without discs. Users still appear to need them during prolonged stays on the Grid, or eventually be rounded up by Sentries, thinking them to be Strays. Most users have circuitry colors of white or blue, but at times have the ability to change colors under the right circumstances.

PLAYING AN USER



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110
- **Starting Skills:** A user starts with one rank in each of two different non-career skills at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- **Ready for Anything:** Once per session as an out-of-turn incidental, you may move one Story Point from the Game Master's pool to the players' pool.
- **New To The Grid:** The User has the option to not start with a Baton, and possibly without an Identity Disc. Player and Game Master can discuss and agree what would be best for the story and character. For each item he does not start with, add 5 xp.

 [Link to RPG Sessions: User Archetype](#)

2. CAREER

TRON: Gaming In The Grid uses its own unique careers, which replace the careers found in the **Genesys Core Rulebook**. These careers still function in the same way as the ones in Genesys, each providing a set of eight career skills that your character can spend experience points on to improve. More on careers and career skills can be found on page 40 of the **Genesys Core Rulebook**.

There are nine careers to choose from: **DOT (Disciple of Tron), Entertainer, Game Warrior, Light Rider, Mediator, Outlander, Resistance Fighter, Scoundrel, and Source**. Before choosing a career, you should consider the skills they offer and the kind of program you want to play. Each career is quite flexible in the options it provides, so not all combat characters need to choose the Game Warrior career, and likewise not all social-focused characters need be Mediators. However, careers do make it easier for you to focus your character on a specific skill set, so the choice you make is important.

Careers in Play

Normally, a career defines what your character does (just like an archetype defines who your character is). However, Programs on the Grid normally already have a primary reason to be, but it doesn't mean that's the

only thing they do or learn. Choosing one of the nine careers gives more understanding about how a program is evolving on the Grid.

USEFUL TALENTS FOR CAREERS

Genesys's open character creation system allows you to spend experience points on any skill or talent for your character. However, each career includes a sidebar with suggestions for talents that may be particularly appropriate or useful.

STARTING GEAR

All programs start with an **Identity Disc, Light Suit, and Baton with 3 available memory slots of storage space that can be allocated however the player wishes**. Although programs on the Grid don't have huge motivations for acquiring great amounts of gear, they do have tools and equipment that are important to them. Each career includes a package of suggested starting gear for your character. Players are free to use these suggestions, or customize your own selected gear. Learn more about selecting gear, and how purchasing works in the Tron Universe on page 28, and in Chapter 4: Weapons and Equipment on page 35, as well as the economics on the Grid on page 6.



DOT

Each program has a drive to fulfilling their primary directive. But a DOT, or Disciple of TRON, has decided to dedicate their life to a greater cause. A DOT sets aside any reason why they have been created for the Grid, and shifts to a singular vision that resembles the vision and dedication that TRON teaches and believes. Many DOTs still find their lives embroiled with uncertainty as the result of those attempting to gain more power and control of the Grid. But they know which side they stand on, and the values that come with that team.

Depending on the time and era your character lives in, they will look to TRON as a figurehead, and someone they would follow to the ends of the Grid. A common cry from DOTs is "Tron lives!", which brings hope for some, and disdain for supporters of CLU or the MCP. Regardless of the reality, a DOT will follow the ideals that TRON imbued, trying to support a free Grid, and willing to fight for that right..

A DOT counts the following skills as career skills: **Computers, Discipline, Driving, Knowledge (Users), Knowledge (Data), Leadership, Negotiation, and Ranged.** Before spending experience during character creation, a DOT may choose four of their career skills and gain one rank in each of them.

USEFUL TALENTS

Here are a few talent suggestions for a DOT.

- Tier 1: Knack for It (**Genesys Core Rulebook**, page 73).
- Tier 1: Quick Draw (**Genesys Core Rulebook**, page 74).
- Tier 1: Toughened (**Genesys Core Rulebook**, page 75).
- Tier 2: Defensive Stance (**Genesys Core Rulebook**, page 75).
- Tier 2: Disc Upgrade (page 34).
- Tier 3: Natural (**Genesys Core Rulebook**, page 79).

Suggested starting gear

- Identity Disc
- Light Suit
- Baton with a Light Cycle, and Free Code installed
- 2 Energy Sips



Entertainer

Programs still need to find time to relax, and enjoy festivities found throughout the Grid. Some programs find new creative pursuits, and whether a new DJ is preparing for a multi-cycle event at the central square, or a small group of friends have found new grooves with musical instruments, Entertainers have found new ways to delight the crowds. Performances can be broadcast to large areas of the grid, making a program that was once an unknown, and becoming the center of conversations. Dance clubs and energy bars can also be prime locations for an Entertainer to try out new material, and get a pulse on who is interested in your latest visual or auditory experiment.

Entertainers come from all types of programs, and even the most mundane of directives can produce great creativity and talented amusement. A simple medic program may enjoy dabbling with a music board to the delight of coworkers. Witty and charming stories from a mechanic may leave others listening to crave an encore performance. Entertainers become aware of their environment, and discover ways to add layers of understanding into their original pieces.

An Entertainer counts the following skills as career skills: **Charm, Cool, Coordination, Deception, Discipline, Melee, Perception, and Skulduggery**. Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

Suggested starting gear

- Identity Disc with a Light Beacon installed
- Light Suit with a Regal Suit installed
- Baton with a Staff installed
- a Music Board

USEFUL TALENTS

Here are a few talent suggestions for an Entertainer.

- Tier 1: Clever Retort (**Genesys Core Rulebook**, page 73).
- Tier 1: Grit (**Genesys Core Rulebook**, page 73).
- Tier 1: Jump Up (**Genesys Core Rulebook**, page 73).
- Tier 2: Distracting Style (page 34).
- Tier 2: Finesse Fighting (page 34).
- Tier 3: Dodge (**Genesys Core Rulebook**, page 78).



Game Warrior

Whether or not programs were designed for the grueling competitions in the Gaming Sector, Game Warriors know how to survive. Some are skilled with discs, and others can handle a light cycle with extraordinary control. Whatever the case, these characters know how to play the games and make it to the next level. Game Warriors can be heroes overnight, with crowds of programs cheering them on. Or some programs may lose one fight and are never heard of again. Some even insist that they are dazed right in the games themselves.

Game Warriors can come from a variety of backgrounds and specialization. Sometimes strays are picked up and sent to the games since they have nothing much else to offer the system. Others fight for their freedom to see another cycle, being forced to play the gladiatorial sports against their wishes. Some programs are meant to play, and have a singular goal to become champion of the Game Grid.

A Game Warrior counts the following skills as career skills: **Athletics, Brawl, Coercion, Coordination, Driving, Knowledge (Users), Ranged, and Vigilance.** Before spending experience during character creation, a Game Warrior may choose four of their career skills and gain one rank in each of them.

USEFUL TALENTS

Here are a few talent suggestions for a Game Warrior.

- Tier 1: Duelist (**Genesys Core Rulebook**, page 73).
- Tier 1: Jump Up (**Genesys Core Rulebook**, page 73).
- Tier 1: Toughened (**Genesys Core Rulebook**, page 75).
- Tier 2: Lucky Strike (**Genesys Core Rulebook**, page 76).
- Tier 2: Disc Deflection (page 34).
- Tier 3: Eagle Eyes (**Genesys Core Rulebook**, page 78).

Suggested starting gear

- Identity Disc with a Comm Code installed
- Light Suit with Battle Armor installed
- Baton
- 2 Energy Sips



Light Rider

Most programs know how to drive a light cycle, but Light Riders can do it better than anyone else. They know how to push the limits of their vehicle, no matter if they are racing down the streets of Tron City, or flying overhead in one of many varieties of light jets. With quick reaction time, Light Riders can maneuver at top speeds with incredible precision, and know all the best ways around the Grid that will allow maximum enjoyment. They know how to use Light Ribbons to their advantage, while knowing how to avoid them as well.

Light Riders feel a special connection to their vehicle, and you'll rarely find one without a baton at the ready for a quick getaway. Most programs have access to some form of transportation, since traveling in the Grid is necessary from time to time, and Light Riders can grow from the most humble circumstances. Even simple data crunching programs can learn to feel the rush that comes when rezzing onto a light cycle.

A Light Rider counts the following skills as career skills: **Cool, Driving, Gunnery, Knowledge (The Grid), Mechanics, Perception, Piloting, and Resilience.** Before spending experience during character creation, a Light Rider may choose four of their career skills and gain one rank in each of them.

USEFUL TALENTS

Here are a few talent suggestions for a Light Rider.

- Tier 1: Let's Ride (**Genesys Core Rulebook**, page 74).
- Tier 1: Swift (**Genesys Core Rulebook**, page 75).
- Tier 1: Quick Rez (page 33).
- Tier 2: Daring Aviator (**Genesys Core Rulebook**, page 75).
- Tier 2: Controlled Driver (page 34).
- Tier 3: Barrel Roll (**Genesys Core Rulebook**, page 77).

Suggested starting gear

- Identity Disc
- Light Suit with a Wrench installed
- Baton with a Light Cycle installed
- 1 Stim Sip



Mediator

As gifted leaders and skilled orators, Mediators have a unique role among the various programs on the Grid. Whether they are persuasively leading groups to mutual agreement, or sitting quietly with a program to teach a new philosophy, Mediators devote their time to increase understanding on the Grid. These characters can spin words together in a way that makes them easy to understand and encouraging to follow.

Mediators can come from various disciplines and backgrounds, and some may even reluctantly take upon themselves the mantle of a figurehead. Wisdom becomes a hallmark of these characters, not only knowing extensive pieces of information, but how best to use this knowledge to benefit the situation. Many exude an aura of command that adds to their already confident image, and presents them in a dominant position whenever social situations arise..

A Mediator counts the following skills as career skills: **Charm, Discipline, Knowledge (The Grid), Leadership, Negotiation, Perception, Streetwise, and Vigilance.** Before spending experience during character creation, a Mediator may choose four of their career skills and gain one rank in each of them.

Suggested starting gear:

- Identity Disc with Smooth Talker installed
- Light Suit with a Command Outfit and Data Cube installed
- Baton
- 2 Energy Sips

USEFUL TALENTS

Here are a few talent suggestions for a Mediator.

- Tier 1: Clever Retort (**Genesys Core Rulebook**, page 73)
- Tier 1: Knack For It (**Genesys Core Rulebook**, page 73).
- Tier 1: Grit (**Genesys Core Rulebook**, page 73).
- Tier 2: Inspiring Rhetoric (**Genesys Core Rulebook**, page 76).
- Tier 2: Coordinated Assault (**Genesys Core Rulebook**, page 75).
- Tier 3: Intuition (page 35).



Outlander

Some programs find great satisfaction and safety becoming an Outlander. Survivalist, hermits, or escapees, these programs have learned not only how to survive the treacherous terrain outside the boundaries of the Grid, but to also thrive. Programs may find Outlanders that have even established safe-houses or colonies where others may find solace and rest. Outlanders know the dangers that lurk in the craggy mountains and deep ravines, and they may have specific reasons why these dangers are more welcoming than other dangers that can be found on the Grid.

Outlanders have decided to live this life for various reasons, and can come from many types of programs. Some ISO fled from the oppressive and harmful prejudice that spread from CLU's hatred towards them. Other programs have found the Outlands full of adventure, and seek to challenge themselves with games of survival. Outlanders have learned how to navigate the cast wasteland and survive, despite whatever caused them to leave the comforts of the Grid.

An Outlander counts the following skills as career skills: **Athletics, Knowledge (Outlands), Medicine, Piloting, Ranged, Resilience, Stealth, and Survival.** Before spending experience during character creation, an Outlander may choose four of their career skills and gain one rank in each of them.

USEFUL TALENTS

Here are a few talent suggestions for a Outlander.

- Tier 1: Outland Survivor (page 31).
- Tier 1: Rapid Reaction (**Genesys Core Rulebook**, page 74).
- Tier 1: Swift (**Genesys Core Rulebook**, page 75).
- Tier 2: Heightened Awareness (**Genesys Core Rulebook**, page 76).
- Tier 2: Multiple OpponentsI (page 34).
- Tier 3: Unarmed Parry (page 36).

Suggested starting gear

- Identity Disc with Foot Detection installed
- Light Suit
- Baton with a Snowmobile installed
- A Map



Resistance Fighter

The Grid has become a place where factions vie for power, and citizens are caught up in the middle of the struggle. Some slink into fearful submission, but Resistance Fighters are ready to take a stand for their ideals. They find ways to hinder the opposition, whether it's with covert missions, public displays of rebellion, or outright insurgency. Resistance Fighters often find themselves outnumbered in their efforts, but their resolve gives them the edge they need to continue the fight.

Anyone can become a Resistance Fighter, and you'll rarely find a program with this as their primary directive. Most will have experienced a key turning point in their life, like the derezolution of a close friend, that propels them into joining others to oppose similar injustices imposed by corrupt leaders. Resistance Fighters are ready at a moments notice to strike another blow against oppressive plans, and to once again return the Grid to a free, peaceful society.

A Resistance Fighter counts the following skills as career skills: **Brawl, Computers, Cool, Leadership, Medicine, Melee, Stealth, and Survival**. Before spending experience during character creation, a Resistance Fighter may choose four of their career skills and gain one rank in each of them.

USEFUL TALENTS

Here are a few talent suggestions for a Resistance Fighter.

- Tier 1: Desperate Recovery (**Genesys Core Rulebook**, page 73).
- Tier 1: Rapid Reaction (**Genesys Core Rulebook**, page 74).
- Tier 1: Unremarkable (**Genesys Core Rulebook**, page 75).
- Tier 2: Berserk (**Genesys Core Rulebook**, page 75).
- Tier 2: Bypass Firewall (page 34)
- Tier 3: Grenadier (**Genesys Core Rulebook**, page 78).

Suggested starting gear

- Identity Disc
- Light Suit
- Baton with a Light Cycle, and a Light Sword installed
- 2 Light Grenades



Scoundrel

Every city has a seedy side to it, and the Grid is no different. Scoundrels know this side better than anyone, and relish being a part of it. Some find enjoyment using Free Code to tag parts of the city in rebellious propaganda, while others participate in organized criminal gangs that take advantage of naive programs. Many have a well-developed sense of self-preservation, and have learned to survive in the darker parts of the Grid where protection is minimal or nonexistent. With a pension for mischief, Scoundrels use their physical prowess and street smarts to thrive in what other programs may feel are inhospitable to most.

Scoundrels come from all walks of life, and a variety of directives. Some have rebellious tendencies, and find living on the dangerous edge exciting and fulfilling. Others turn to thieving or other nefarious endeavors to keep the blackmarkets flowing with goods they can't acquire anywhere else. Living such a life always comes with challenges, but it's something a Scoundrel is ready and willing to live with.

A Scoundrel counts the following skills as career skills: **Cool, Coordination, Coercion, Deception, Melee, Skulduggery, Stealth, and Streetwise**. Before spending experience during character creation, a Scoundrel may choose four of their career skills and gain one rank in each of them.

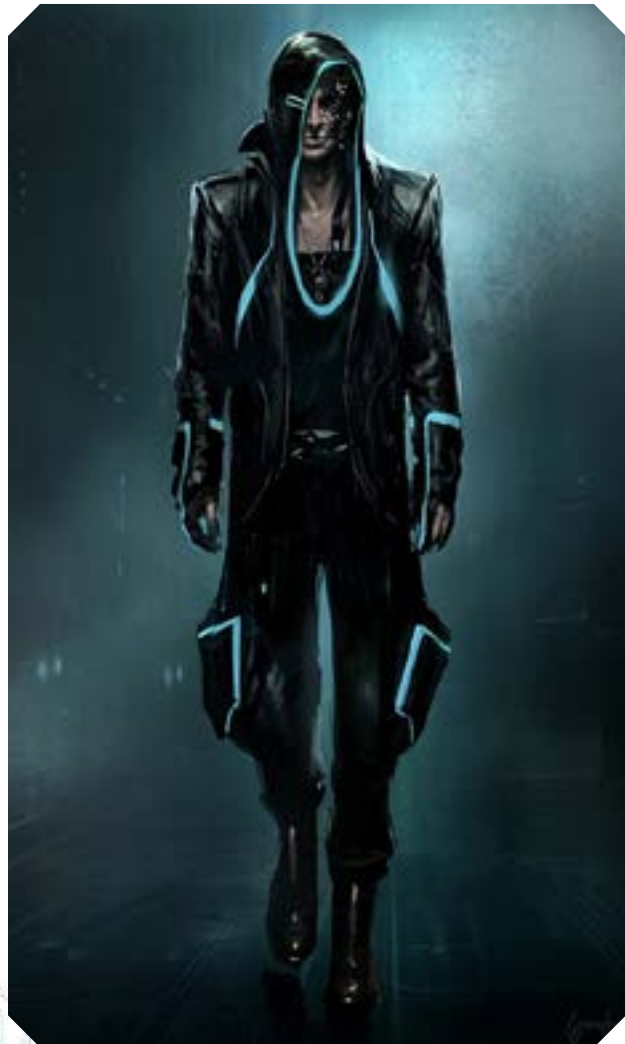
Suggested starting gear:

- Identity Disc
- Light Suit with a Digital Cape and Cowl, and a Data Cube installed
- Baton with a Light Cable installed
- 2 Smoke Bombs

USEFUL TALENTS

Here are a few talent suggestions for a Scoundrel.

- Tier 1: Knack for It (**Genesys Core Rulebook**, page 73).
- Tier 1: Quick Draw (**Genesys Core Rulebook**, page 74).
- Tier 1: Unremarkable (**Genesys Core Rulebook**, page 75).
- Tier 2: Defensive Stance (**Genesys Core Rulebook**, page 75).
- Tier 2: Blackmail (page 34).
- Tier 3: Natural (**Genesys Core Rulebook**, page 79).



Source

Information on the Grid can be a valuable commodity, and a Source you can trust can be a precious ally. Some have deep ties into the political world, with friends in high places. Others seem to know the right people in all the wrong places, which offers access to less than legal options when such a request is needed. Sources can talk the talk, walk the walk, and they have a keen eye for business, trade and commerce. Their livelihood is many times determined by reputation, but their anonymity can be just as valuable. Having the right connections throughout the Grid gives them unparalleled knowledge to events unfolding around unaware programs, and assists in their own self preservation.

A Source can develop from programs that have had extensive experience in data collecting, networking with other programs, information housing, or even common business owners. They may even have a public face that hides their alter ego, which helps them play all the angles to their benefit, and to the benefit of their clients. Many work independently, and can be very cautious with who they choose to work with, making sure their own reputation and safety is not compromised. Some are motivated by power, while others are motivated by self preservation. On rare occasion, compassion can be a driving factor for their line of work. But the skills of a Source can be a defining factor to any party looking to survive on the grid.

A Source counts the following skills as career skills: **Charm, Deception, Knowledge (The Grid), Knowledge (Data), Negotiation, Perception, Streetwise, and Vigilance.** Before spending experience during character creation, a Source may choose four of their career skills and gain one rank in each of them.

Suggested starting gear:

- Identity Disc with Smooth Talker and Comm Code installed
- Light Suit with a Regal Suit installed
- Baton
- 2 Energy Sips

USEFUL TALENTS

Here are a few talent suggestions for your "typical" Source characters.

- Tier 1: Bought Info (**Genesys Core Rulebook**, page 72).
- Tier 1: Clever Retort (**Genesys Core Rulebook**, page 73)
- Tier 1: Know Somebody (**Genesys Core Rulebook**, page 74).
- Tier 2: Counteroffer (**Genesys Core Rulebook**, page 75).
- Tier 2: Distracting Style (page 34).
- Tier 3: Disarming Smile (page 35).



3. INVEST XP

With your character now in place, you can now invest your experience points. Your character's archetype determines how many experience points they have to spend. This step allows you to round out your character by increasing characteristics and skills and even picking up a few talents before you start play. New Talents can be found on page 31 of this book. Information on how to spend starting experience points can be found in page 44 of the **Genesys Core Rulebook**.

To the right is a list of skills that should be used with TRON: Gaming in the Grid, along with 4 new Knowledge skills and 1 new Magic skill. Skills with an "*" signifies that it's only for the User archetype, and can only be made available after purchasing the Digital Wizard Talent found on page 31.

Let's take a closer look at them all!

COMPUTERS, MECHANICS, MEDICINE

In the Tron universe, everything is inside a computer. So making repairs to an object or healing a program might be considered a form of computer checks, but should still be represented in the skills of Mechanics and Medicine. The Computers skill should be used to bypass security, access terminals, or other similar situations players and GMs agree upon.

Skill	Char	Type	Source
Athletics	Brawn	General	Core Rulebook (page 58)
Brawl	Brawn	Combat	Core Rulebook (page 67)
Charm	Presence	Social	Core Rulebook (page 54)
Coding*	Intellect	Magic	Gaming in the Grid
Coercion	Willpower	Social	Core Rulebook (page 55)
Computers	Intellect	General	Core Rulebook (page 58)
Cool	Presence	General	Core Rulebook (page 59)
Coordination	Agility	General	Core Rulebook (page 59)
Deception	Cunning	Social	Core Rulebook (page 56)
Discipline	Willpower	General	Core Rulebook (page 60)
Driving	Agility	General	Core Rulebook (page 60)
Gunnery	Agility	Combat	Core Rulebook (page 69)
Knowledge (Data)	Intellect	Knowledge	Gaming in the Grid
Knowledge (The Grid)	Intellect	Knowledge	Gaming in the Grid
Knowledge (Outlands)	Intellect	Knowledge	Gaming in the Grid
Knowledge (Users)	Intellect	Knowledge	Gaming in the Grid
Leadership	Presence	Social	Core Rulebook (page 56)
Mechanics	Intellect	General	Core Rulebook (page 60)
Medicine	Intellect	General	Core Rulebook (page 61)
Melee	Brawn	Combat	Core Rulebook (page 67)
Negotiation	Presence	Social	Core Rulebook (page 56)
Operating	Intellect	General	Core Rulebook (page 62)
Perception	Cunning	General	Core Rulebook (page 62)
Piloting	Agility	General	Core Rulebook (page 62)
Ranged	Agility	Combat	Core Rulebook (page 68)
Resilience	Brawn	General	Core Rulebook (page 63)
Skulduggery	Cunning	General	Core Rulebook (page 64)
Stealth	Agility	General	Core Rulebook (page 64)
Streetwise	Cunning	General	Core Rulebook (page 65)
Survival	Cunning	General	Core Rulebook (page 65)
Vigilance	Willpower	General	Core Rulebook (page 65)



New Knowledge Skills

The new skills in this section take the place of the single Knowledge skill presented in the Genesys Core Rulebook.

DATA (INTELLECT)

Data represents a character's knowledge of the 1's and 0's that make up everything on The Grid. The inner workings of programs, constructs, and other objects fall into this Knowledge skill.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to understand complex algorithms.
- Your character wants to find bugs in a line of code.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to repair code on a hurt program. Use Medicine instead.
- Your character wants to tune up a light cycle. Use Mechanics instead.

THE GRID (INTELLECT)

The Grid is a character's basic understanding of the world Kevin Flynn created, its programs, functions, cities, cultures, and rules. Basic geography, especially of the cities and their buildings, encompasses this Knowledge Skill, and can be useful when you find yourself in different settlements and towns.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to chart a course from one city to another
- Your character wants to highlight landmarks from memory

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character finds themselves outside the city. Use Knowledge (Outlands) instead.
- Your character wants to share information about Kevin Flynn, Use Knowledge (Users) instead.



OUTLANDS (INTELLECT)

Outlands is a character's understanding of the areas outside the main cities, and a comprehension of such inhospitable and wild places. Characters with ranks in Outlands can know how best to lead a stranded party through the difficult terrain, and what locations in the Outlands would be best to find shelter.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character needs to chart a safe course through treacherous mountains.
- Your character wants to create a base of operations away from city life.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to travel from city to city using the Light Rail. Use Knowledge (The Grid) instead.
- Your character wants to camp and look for food in the Outlands. Use Survival instead.

USERS (INTELLECT)

Users represent a character's knowledge about their creators. Some collections of programs may have been developed by a single user, while another group might have been created by different users. Many see Users like deities, while others see them as tyrants.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to know how to talk with their user.
- Your character wants to identify user traits.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to travel to the User Portal. Use Knowledge (The Grid) instead.
- Your character wants insight into code snippets. Use Knowledge (Data) instead.
- Your character wants to become a User. They can't do that. They are stuck being the program they were coded to be. Tough luck.

New Magic Skills

A new magic skill designed especially for the Grid is the Coding Skill, and can be acquired by a special talent for Users only, called Digital Wizard (page 26). Information about Magic Rules can be found in the **Genesys Core Rulebook**, page 210. Types of spells for the Coding Skill are listed in the chart below.

Actions	Coding Skill
Attack	No
Augment	Yes
Barrier	Yes
Conjure	No
Curse	Yes
Dispel	No
Heal	Yes

CODING (INTELLECT)

Users in the computer world have special abilities beyond the capabilities of basic programs. They can regain and regenerate more energy than programs, transfer their energy to programs and other objects, and withstand much more damage than programs.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character needs to interrupt energy flow or function in an object.
- Your character wants to transfer some of their energy to another program to heal them.
- Your character wants to alter a function of an object or of a program, like stopping a runaway elevator.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character wants to cast Fireball. Throw your disc instead, or play in a fantasy setting that has a Fireball spell, you silly goat.
- Your character wants to create a new digital object. Use Mechanics instead..

5. DETERMINE DERIVED ATTRIBUTES

Now that your final character statistics are in place, determined by your character's archetype and career, you can work out their derived attributes. These are wound threshold, strain threshold, defense, and soak

value. Information on how to determine these derived attributes and on how they function in the game can be found on page 45 of the **Genesys Core Rulebook**.

5. MOTIVATION

With your character archetype, career and experience points set, the next important step is to consider your character's Motivation. This will help you know how your character responds to situations that happen in the Grid, how they deal with threats, and what makes them desire to succeed. Motivations are divided up into

four areas – Desires, Fears, Strengths, Flaws. More can be found on page 46 of the **Genesys Core Rulebook**. Or work with your GM to craft other options that match the character you've created. Some existing Motivations may not work with this setting, and consulting with your GM can be helpful to work out your idea.

7. GEAR, APPEARANCE, PERSONALITY

The final step in character creation is to choose your equipment, determine your looks and appearance, and what personality your character exudes.

Gear

Players can either use the suggested equipment provided with each career, or customize their gear based on a few custom rules. Gaming in the Grid provides a unique way to acquire equipment that is different from what's suggested on page 51 of the **Genesys Core Rulebook**, since the economics of the Grid is different than the real world. Here are a few key principles...

1. Each PCs starts with an Identity Disc, Baton, and Light Suit, with 3 available memory slots of storage space. These 3 slots can be assigned however the player wants between the identity disc, baton, and light suit. (See chart below for examples.)
2. Items have no price. Instead, they are regulated by Rarity, available memory slots on a device, and Encumbrance the character can hold without exceeding the Encumbrance threshold.
3. PCs are free to start with any equipment that has a Rarity of 2 or below.

	Disc	Baton	Suit
Option 1	3 slots	0 slots	0 slots
Option 2	0 slots	3 slots	0 slots
Option 3	0 slots	0 slots	3 slots
Option 4	2 slots	1 slot	0 slots
Option 5	2 slots	0 slots	1 slot
Option 6	1 slot	2 slots	0 slots
Option 7	1 slot	0 slots	2 slots
Option 8	0 slots	2 slots	1 slot
Option 9	0 slots	1 slot	2 slots
Option 10	1 slot	1 slot	1 slot

Items from other sources will need GM approval to be used on the Grid. For a more comprehensive explanation of how acquiring gear in the Tron Universe works, see **Chapter 4: Weapons and Equipment**, or to learn more about Grid economics, see page 6.

Appearance & Personality

While most programs are dressed in a black suit with blue, yellow, green, or red circuit lines, there can be countless variations of this idea. What does your light suit look like? What style does your character like to promote? Are the lines of light on your suit minimalistic, or do they cover great areas with stunning detail?

For your character's personality, think of a few key words that would define how they behave or react to the digital world around them. What characteristics highlight their outlook. Use the list provided to the right to give some personality traits to your character, or think up your own! These have no bearing on the game, but can assist when role-playing your character, or trying to figure out how your character might react in a situation.

PERSONALITY EXAMPLES

Adventurous, Appreciative, Articulate, Attractive, Absentminded, Ambitious, Artful, Aloof, Anxious, Arrogant, Bizarre, Blunt, Calm, Cheerful, Compassionate, Confident, Considerate, Cooperative, Courageous, Courteous, Curious, Competitive, Cute, Calculating, Cantankerous, Cautious, Clumsy, Cowardly, Crazy, Daring, Dignified, Dramatic, Dutiful, Determined, Dry, Decadent, Delicate, Efficient, Elegant, Empathetic, Enthusiastic, Exciting, Emotional, Erratic, Focused, Forgiving, Freethinking, Friendly, Fun-loving, Formal, Fearful, Fickle, Foolish, Forgetful, Generous, Gentle, Gracious, Glamorous, Gullible, Hardworking, Heroic, Humble, Humorous, Imaginative, Innovative, Impulsive, Irrational, Kind, Logical, Loyal, Meticulous, Mellow, Mystical, Optimistic, Organized, Obedient, Outspoken, Obsessive, Odd, Passionate, Patient, Peaceful, Playful, Protective, Proud, Paranoid, Presumptuous, Procrastinating, Quiet, Quirky, Rational, Relaxed, Reliable, Resourceful, Respectful, Responsible, Ridiculous, Selfless, Sensitive, Serious, Sociable, Spontaneous, Steadfast, Sympathetic, Systematic, Sarcastic, Skeptical, Strict, Stubborn, Stylish, Shy, Silly, Stupid, Superstitious, Thorough, Trusting, Timid, Upright, Venturesome, Wishful, Witty, Whimsical, Zany



CHAPTER 3

TALENTS

“NOW HOW COULD AN OLD PROGRAM LIKE ME,
POSSIBLY MANAGE A STUNT LIKE THAT?”

A B L E

This section introduces new talents specific to the Grid. These talents, along with those listed on the table, can also be used in other settings should the GM and players desire.

Tier 1

DENSE CODE

Tier: 1

Activation: Passive

Ranked: Yes

Character removes ■ per rank of Dense Code from their **Coordination** and **Resilience** checks. The critical rating of the character's unarmed attacks is reduced by 1 per rank of Dense Code, to a minimum of 1.

DIGITAL MECHANIC

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a **Mechanics** check to repair damaged code with a wrench on a vehicle, they repair one additional system strain or hull trauma per rank of Digital Mechanic.

DIGITAL WIZARD

Tier: 1

Activation: Passive

Ranked: No

For Users only: You gain access to the **Coding** Magic Skill, and becomes a career skill.

ENERGY PUNCH

Tier: 1

Activation: Passive

Ranked: No

Your character adds the Stun quality to their **Brawl** combat checks, with a rating equal to two plus your character's ranks in **Coordination** (this does not stack with other instances of the Stun quality).

OUTLAND SURVIVOR

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in the Outlands, your character may make a **Simple** (-) **Survival** check, instead of **Discipline** or **Cool**, to recover strain at the end of an encounter.

PRECISION STRIKE

Tier: 1

Activation: Active (Incidental)

Ranked: No

When a character inflicts a Critical Injury with a Brawl or Melee weapon, may suffer 1 strain to change the result to any **Easy** (♦) Critical Injury.

PRECISION THROW

Tier: 1

Activation: Passive

Ranked: No

Whenever a character makes a **Ranged** Skill check to throw an Identity Disc, it will always return to the character on their turn without needing to spend an **A**.

Talent	Ranked	Source
Tier 1		
Bought Info	No	Core Rulebook (page 72)
Clever Retort	No	Core Rulebook (page 73)
Dense Code	Yes	page 31
Desperate Recovery	No	Core Rulebook (page 73)
Digital Mechanic	Yes	page 31
Digital Wizard	No	page 31
Duelist	No	Core Rulebook (page 73)
Durable	Yes	Core Rulebook (page 73)
Energy Punch	No	page 31
Forager	No	Core Rulebook (page 73)
Grit	Yes	Core Rulebook (page 73)
Hamstring Shot	No	Core Rulebook (page 73)
Jump Up	No	Core Rulebook (page 73)
Knack for It	Yes	Core Rulebook (page 73)
Know Somebody	Yes	Core Rulebook (page 74)
Let's Ride	No	Core Rulebook (page 74)
Outland Survivor	No	page 31
Parry	Yes	Core Rulebook (page 74)
Precision Strike	No	page 31
Precision Throw	No	page 31
Proper Upbringing	Yes	Core Rulebook (page 74)
Pure Energy	Yes	page 33
Quick Draw	No	Core Rulebook (page 74)
Quick Rez	No	page 33
Quick Strike	Yes	Core Rulebook (page 74)
Rapid Reaction	Yes	Core Rulebook (page 74)
Repeat Gamer	No	page 33
Second Wind	Yes	Core Rulebook (page 74)
Supplemental Access	Yes	page 33
Surgeon	Yes	Core Rulebook (page 74)
Swift	No	Core Rulebook (page 75)
Toughened	Yes	Core Rulebook (page 75)
Unremarkable	No	Core Rulebook (page 75)
Well Informed	Yes	page 33

Talent	Ranked	Source
Tier 2		
Berserk	No	Core Rulebook (page 75)
Blackmail	No	page 34
Bypass Firewall	Yes	page 34
Controlled Driver	No	page 34
Coordinated Assault	Yes	Core Rulebook (page 75)
Counteroffer	No	Core Rulebook (page 75)
Daring Aviator	Yes	Core Rulebook (page 75)
Defensive Stance	Yes	Core Rulebook (page 75)
Digital Boost	No	page 34
Disc Deflection	No	page 34
Disc Upgrade	Yes	page 34
Distracting Style	No	page 34
Dual Wielder	No	Core Rulebook (page 76)
Finesse Fighting	No	page 34
Heightened Awareness	No	Core Rulebook (page 76)
Inspiring Rhetoric	No	Core Rulebook (page 76)
Inventor	Yes	Core Rulebook (page 76)
Lucky Strike	No	Core Rulebook (page 76)
Multiple Opponents	Yes	page 34
Scathing Tirade	No	Core Rulebook (page 77)
Side Step	Yes	Core Rulebook (page 77)
Speed Training	Yes	page 34
Suit Upgrade	Yes	page 34
Tier 3		
Barrel Roll	No	Core Rulebook (page 77)
Baton Upgrade	Yes	page 35
Bit Companion	No	page 35
Disarming Smile	Yes	page 35
Distinctive Style	No	Core Rulebook (page 78)
Dodge	Yes	Core Rulebook (page 78)
Eagle Eyes	No	Core Rulebook (page 78)
Field Commander	No	Core Rulebook (page 78)
Full Throttle	No	Core Rulebook (page 78)

Talent	Ranked	Source
Tier 3 (continued)		
Grenadier	Yes	Core Rulebook (page 78)
In Awe	No	page 35
Inspiring Rhetoric (Improved)	Yes	Core Rulebook (page 78)
Intuition	Yes	page 35
Painkiller Specialization	Yes	Core Rulebook (page 79)
Scathing Tirade (Improved)	No	Core Rulebook (page 79)
Heroic Will	No	Core Rulebook (page 79)
Natural	No	Core Rulebook (page 79)
Parry (Improved)	No	Core Rulebook (page 79)
Unarmed Parry	No	page 36
Tier 4		
Acrobatic Recovery	No	page 36
Can't We Talk About This?	No	Core Rulebook (page 79)
Deadeye	No	Core Rulebook (page 79)
Defensive	Yes	Core Rulebook (page 80)
Defensive Driving	Yes	Core Rulebook (page 80)
Disc Brawler	No	page 36
Enduring	Yes	Core Rulebook (page 80)
Energy Siphon	No	page 36
Field Commander (Improved)	No	Core Rulebook (page 80)
How Convenient!	No	Core Rulebook (page 80)
Full Throttle (Improved)	No	page 36
Inspiring Rhetoric (Supreme)	No	Core Rulebook (page 80)
Mad Inventor	No	Core Rulebook (page 80)
Scathing Tirade (Supreme)	No	Core Rulebook (page 81)

Talent	Ranked	Source
Tier 5		
Dedication	Yes	Core Rulebook (page 81)
Full Stop	No	page 36
Indomitable	No	Core Rulebook (page 81)
Master	No	Core Rulebook (page 81)
Pin	No	page 36
Ruinous Repartee	No	Core Rulebook (page 81)

PURE ENERGY

Tier: 1

Activation: Passive

Ranked: Yes

Energy Sips heal 1 additional Wound per rank of Pure Energy.

QUICK REZ

Tier: 1

Activation: Active (Incidental)

Ranked: No

When rezzing a vehicle or weapon from a baton, may do it as an incidental instead of a maneuver. The character still suffers 1 strain to activate it.

REPEAT GAMER

Tier: 1

Activation: Passive

Ranked: No

The **Driving** or **Ranged** skill becomes a career skill.

SUPPLEMENTAL ACCESS

Tier: 1

Activation: Passive

Ranked: Yes

Your character has access to any item Rarity 2 and below, plus 2 for every rank of Supplemental Access.

WELL INFORMED

Tier: 1

Activation: Passive

Ranked: Yes

When making a check to gather or find information, may add a ■ to that check.



Tier 2

BLACKMAIL

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an NPC exceeds his strain threshold, may spend 1 Story Point to convince that NPC to perform a single task of choice instead.

BYPASS FIREWALL

Tier: 2

Activation: Passive

Ranked: Yes

Remove ■ per rank of Bypass Firewall from checks made to disable a security device or open a locked door.

CONTROLLED DRIVER

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter while driving or piloting a vehicle, your character may use this talent to treat the vehicle as if it were moving at 1 speed slower for the purposes of determining difficulty.

DIGITAL BOOST

Tier: 2

Activation: Active (Action)

Ranked: No

Take the Digital Boost action by making an **Average** (◆◆) **Medicine** check. If successful, one Engaged ally increases one characteristic by 1 for the encounter and suffers 4 strain.

DISC DEFLECTION

Tier: 2

Activation: Passive

Ranked: No

Add the Deflection Quality to your disc, or increase the Deflection rating once.

DISC UPGRADE

Tier: 2

Activation: Passive

Ranked: Yes

Increase Hard Points and available slots once to a character's Disc per rank of Disc Upgrade.

DISTRACTING STYLE

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your beauty, charisma or intriguing looks cause others to lose focus. Once per encounter, when targeted by an adversary, use the Distracting Style talent to make them lose their free maneuver.

FINESSE FIGHTING

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per round, the character may suffer 2 Strain to add additional damage equal to ranks in **Coordination** to one hit of a successful **Brawl** combat check.

MULTIPLE OPPONENTS

Tier: 2

Activation: Passive

Ranked: No

Your character adds ■ to his **Brawl** and **Melee** combat checks when engaged with multiple opponents. This includes single groups of multiple minions.

SPEED TRAINING

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When a vehicle the character is currently driving or piloting would suffer system strain (either voluntary or involuntary), the character may suffer a number of strain up to ranks in Speed Training. If they do, the amount of system strain the vehicle suffers is reduced by that amount, to a minimum of 0.

SUIT UPGRADE

Tier: 2

Activation: Passive

Ranked: Yes

Increase Hard Points and available slots once to a character's Light Suit per rank of Suit Upgrade.

Tier 3

BATON UPGRADE

Tier: 3

Activation: Passive

Ranked: Yes

Increase Hard Points and available slots twice to a character's baton per rank of Baton Upgrade..

BIT COMPANION

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character creates a bond with a silhouette 0 Bit approved by your GM. The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances.

As long as the bond persists, or the Bit is not dazed, the Bit follows your character. In unstructured encounters, the character may ask their Bit a basic "yes" or "no" question. The Bit is not all knowing, but may have additional insights that can aide a character. If the Bit does not have enough information to respond with a "yes" or "no", it will be silent.

In structured encounters, once per round, your character may spend one maneuver to ask their Bit a basic "yes" or "no" question. The specifics of its response, and what it knows, are up to your GM.

DISARMING SMILE

Tier: 3

Activation: Active (Action)

Ranked: Yes

Take the Disarming Smile action; succeed at an opposed **Charm** check against a target within short range to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

IN AWE

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

For Users only: Some programs believe in Users, and look upon them as deity. When a User makes a social check targeting a program or group of programs, add ■■ to the check.

INTUITION

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, the user may suffer strain equal to ranks in Intuition to sense 1 intention, thought, or emotion of a number of Engaged living targets equal to strain suffered. What intention of thought is up to the GM, but the GM should endeavor to offer an intention, thought, or emotion of value to the player.



UNARMED PARRY

Tier: 3

Activation: Active (Incidental)

Ranked: No

The character may perform the Parry incidental while unarmed. When the character performs the Parry incidental while unarmed, reduce the strain suffered from the Parry incidental by one, to a minimum of 1.

Tier 4

ACROBATIC RECOVERY

Tier: 4

Activation: Active (Incidental)

Ranked: No

When a baton-based vehicle a character is driving is destroyed, and if they are carrying a second vehicle baton, they may attempt a **Hard** (◆◆◆) **Coordination** check to rez a new vehicle mid-air. If successful, the character may suffer 1 Strain and continue driving on the new rezzed vehicle.

DISC BRAWLER

Tier: 4

Activation: Active (Incidental)

Ranked: No

When the character is about to make a **Brawl** skill check with a disc in hand, they may suffer 2 strain to add the Auto-fire Quality to the attack.

ENERGY SIPHON

Tier: 4

Activation: Active (Action)

Ranked: No

The character can push their vehicle past it's normal performance. Perform an Energy Siphon action, attempting a **Hard** (◆◆◆) **Resilience** check. With success, the vehicle's top speed increases by 1. The character can choose to end the effects of this at the start of any of his turns. However, if he chooses to maintain the effects for that turn, the character suffers 2 strain.

FULL THROTTLE (IMPROVED)

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average** (◆◆).

Tier 5

FULL STOP

Tier: 5

Activation: Active (Maneuver)

Ranked: No

When driving a silhouette 2 or lower vehicle, the character may take the Full Stop maneuver to immediately reduce the speed of the vehicle to zero. The vehicle then suffers one point of system strain for every point of speed it had before stopping.

PIN

Tier: 5

Activation: Active (Maneuver)

Ranked: No

The character may take a Pin action by making an **Opposed Athletics** check against an engaged opponent. If successful, the character immobilizes that opponent until the end of the character's next turn. The duration can be increase by one round by spending a ⚙️ or ▲▲▲.

CHAPTER 4

WEAPONS AND EQUIPMENT

"YOU WILL RECEIVE AN IDENTITY DISC."

S A R K

The Grid is as beautiful as it is dangerous. With powerful factions, rebellious citizens, and the ever present thrill that comes with participating in the games, the weapons and gear you carry could be the difference between life or derez. This section covers weapons, armor, gear, and attachment options to optimize your experience in The Grid.

Acquiring Equipment

Life in the digital world is different from the world of the Users. Programs go throughout their cycles with inherent drive and purpose, finding great enjoyment fulfilling their basic directives, and are not motivated by personal wealth or monetary accumulation. With no set monetary currency on the Grid, programs will instead barter for services or exchange goods. But desires of jealousy, greed, and power are still prevalent on the Grid. Ownership still exists, and stealing property could still bring legal consequences, or vengeful feelings.

Gaming in the Grid introduces players to a new, unique way to acquire and managing equipment that is different from what's suggested on page 51 of the **Genesys Core Rulebook**. First, there's no price on any item. Instead of purchasing, items are acquired and regulated using the Rarity of the item, what Rarity value their character is able to access, and how much Encumbrance a program has left, without exceeding it. Characters will have opportunities to acquire talents with experience points that can increase each of these values.

Most Programs live in employee quarters and have the basic necessities of life provided for them. With this in mind, all programs automatically start the game with an Identity Disc, a Baton, and a Light Suit. These are marked with an "S" for Starting Gear in the tables. Each of these items have 1 open slot that can hold a Rez item that has a value equal to the slots at character creation. See the sidebar "New Quality: Rez" for more.

NEW QUALITIES: REZ

There are weapons, vehicles, and gear found on the Grid that can be stored in a light suit, disc, or baton, and are compiled, or "Rezzed", whenever the program is ready to use it. If items with the Rez quality have a visible manifestation, like a light cycle or a beam of light, characters use a maneuver and a little bit of their energy to activate it, suffering 1 strain per Rez value. (Some Rez items provide enhancements or upgrades, and have no physical presentation, and these need not suffer strain to use.) It remains active until the character choses to derez it or accidentally leaves their hand.

For a Rez item to be stored on a disc, suit, or baton, the Rez value cannot be more than the available slots on the storing device. Also, Rez items have no Encumbrance.



RARITY

Any piece of equipment, Rarity 2 or lower, is available to all programs at character creation. There is no need to make a check to find a unrestricted items, regardless if the Rarity is 0 or 10. Most of the available equipment will need to be Rezzed from an Identity Disc, a Baton, or a Light Suit, and there are limitations on how many items each can hold.

Because of these new limitations, equipment from other Genesys sources will need GM approval before they can be used in Gaming in the Grid. A program will have to be wise, and understand what gear will be most beneficial to them as they find adventure on the digital frontier!

IDENTITY DISC

Identity Discs are the most fundamental piece of equipment to programs, and have three primary functions: a weapon, an information storing device, and a delivery device carrying data to and from the real world by way of input/output towers. All Programs on the Grid start with an Identity Disc. These are marked with an "S" for Starting Gear in the tables. They contain all that a program is, and are normally docked to the program on the upper back. Everything seen, heard, or otherwise experienced is recorded on the wearer's disc. These discs have the capacity for enhancements and upgrades.

Programs appear to rez in with identity discs intact, and those who lose their discs risk losing the entirety of their memories, knowledge, and personalities to progressively disorienting and crippling glitches which reduce them to the status of strays.

An energized identity disc has a lethal cutting edge that can derez an opponent instantly with a direct hit, whether used as a thrown weapon or in close quarters as a short bladed weapon. The leading edge of an identity disc does not harm its owner when caught, even when traveling at very high speeds, and has been

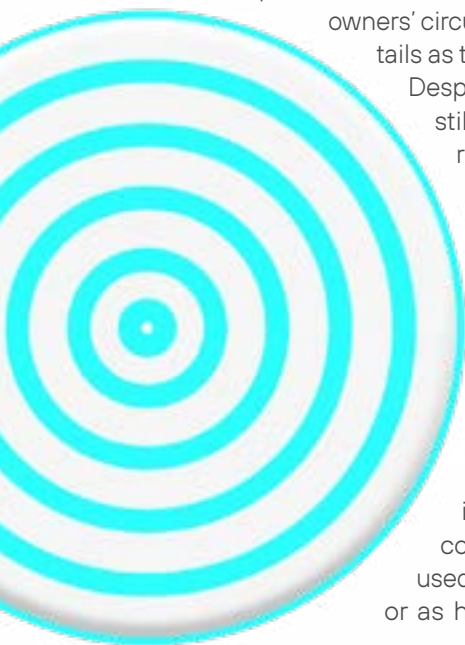


seen not to harm allies either. A character can spend a maneuver to grab their disc off their dock, and can activate it as an incidental. Discs can also serve as hand-held shields to block another's thrown disc or other weapons.

The Encom System

Identity discs issued to ENCOM System programs appear as solid discs with several concentric rings on the surface, glowing with their owners' circuitry color. The circuits glow more brightly when the disc is in use, and have been seen to change size or flash on and off when active. In flight, old-system discs appear as uniform circular planes of light in their owners' circuitry color, trailing comet-like tails as they fly towards their targets. Despite this appearance, they are still solid to one another, and ricochet from other discs with an audible clank.

In the ENCOM System, the only Programs seen with identity discs are game warriors; non-combatants appear to function perfectly well without them. Conscripts on the Game Grid were issued discs as a matter of course, and the MCP's troops used them in long-range combat or as hand-held shields to block

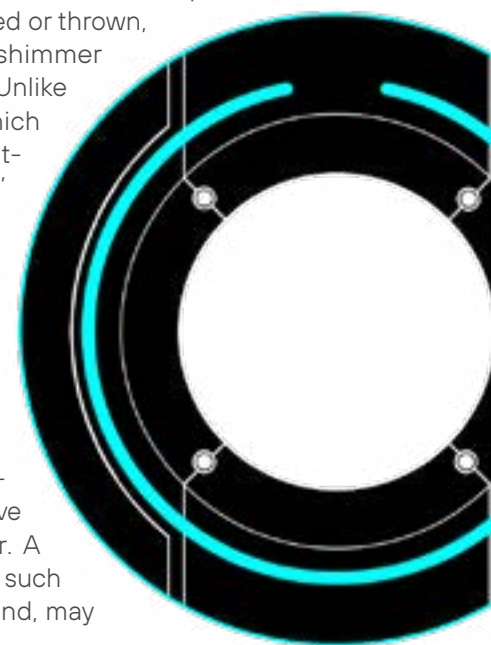


another's thrown disc. Skilled users can curve a disc's path in a shallow arc to avoid obstacles and strike a target out of their line of sight. The discs record "everything you do or learn," and may carry payloads of code stored or passed from users to their program..

The TRON System

Identity discs in the TRON System appear as solid metallic rings, hollow in the center and colored white or black to match the wearer's garb, with a glowing line circling their inner edge. When energized, the outer edge flares into a glowing nimbus of white light with a slight tint recalling the owner's circuitry color; this active edge causes faint but visible ripples in the air when moved or thrown, and the air appears to shimmer around it when held still. Unlike the old-system discs, which had no visible means of attachment to their owners' backs, they are fitted over circular docks which rest between the shoulders of the wearer.

Information on identity discs in the TRON System can be viewed and edited by means of a projection which appears above the disc's hollow center. A change in the disc's code, such as the repairing of a wound, may



Name	Skill	Damage	Crit	Range	Encum	Rarity	HP	Special Qualities
Encom System Disc	Melee	+0	6	Engaged	2	(R) S	1	Defense 2, Deflection 2
Encom System Disc	Ranged	5	2	Medium	2	(R) S	1	Pierce 4, Guided 1, Limited Ammo 1 (A to return to hand)

Name	Skill	Damage	Crit	Range	Encum	Rarity	HP	Special Qualities
Tron System Disc	Brawl	+5	2	Engaged	2	(R) S	1	Pierce 4, Vicious 2, Defense 1
Tron System Disc	Ranged	5	2	Medium	2	(R) S	1	Pierce 4, Limited Ammo 1 (A to return to hand), Vicious 2

Disc image by <https://www.deviantart.com/vyathrekaer>



immediately manifest on the disc's owner or appear slowly after the disc is docked. Clothing and personal characteristics such as hairstyle can also be manipulated through this interface, with the change taking hold once the disc is docked. Simply docking a disc does not automatically sync it, and people may dock others' discs without fear of being overwritten. Programs exist in the Grid that have been known to deal in false identity discs and illegal disc modifications, or even repurposing programs by streaming code through the center of an identity disc.

Identity Disc Options

Players start with one Identity Disc. The following pieces of equipment can be stored on an identity disc, and is activated by the character by suffering 1 strain per Rez rank.

COMM CODE

This disc upgrade allows the program to communicate privately with anyone nearby that also has the Comm Code installed, or amplify their voice so a group of programs can hear clearly up to Long Range.

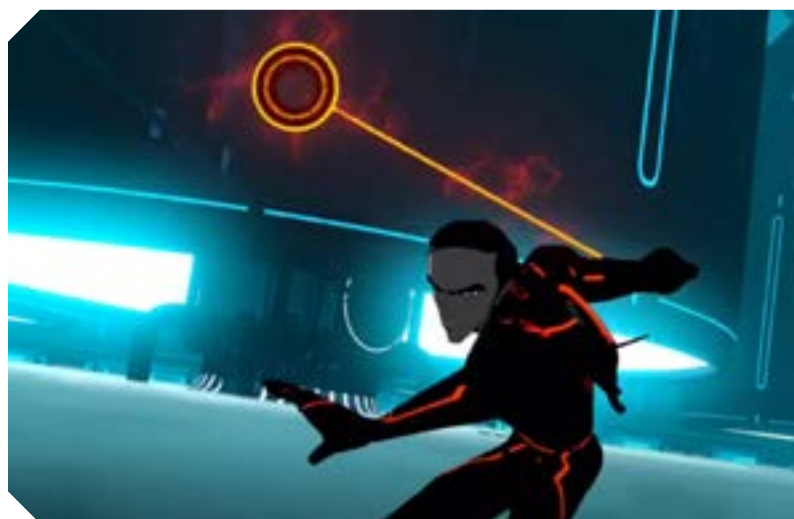
FOOTPRINT DETECTION

Once installed on their disc, the character will be able to track rogue programs or other quarries with greater efficiency. They can even detect recent footprints left by the program, giving them a clear sense of initial direction. A character may add a ■ to **Survival** checks to track someone with the Footprint Detection installed.

LIGHT BEACON

A simple way to create a beam of light from an Identity Disc that can be seen from great distances. Used to call out a location, or to start a Light Cycle competition.

More for visual effect, Light Beacons are not harmful, but could cause temporary visual impairment if shined into the face of a program.



LIGHT TETHER

This energy rope can be added to an Identity Disc to allow a program to throw it and still be connected to pull it back, like elastic string. With a Light Tether installed, the character can make **Brawl** checks with their disc at short range. The character does not need to spend an Ⓐ for it to return to their hand. While using the Light Tether, if the player rolls a ☒, the tether can be severed from their disc.

SMOOTH TALKER CODE

Talking your way out of a sticky situation can be just as valuable as a good disc throwing arm. With the Smooth Talker code installed, a program will find themselves silver tongued and eloquent, and may add a ■ to **Charm** checks.

Name	Encum	Rarity	Quality
Comm Code	0	2	Rez 1
Footprint Detection	0	2	Rez 1
Light Beacon	0	2	Rez 1
Light Tether	0	4	Rez 1
Smooth Talker Code	0	2	Rez 1



BATONS

A Baton is a versatile, persistent multi-tool used by programs to generate weapons, vehicles, or gear. The limits of what can be created depends on the capacity of the baton, and the creativity of the player. In the case of weapons, like a light sword, the baton becomes the hilt and an energy blade forms from one end. When rezzing a vehicle, the user breaks the baton in half, and the vehicle forms between the two separated halves, which themselves become the rider's hand grips.

Most batons are long, black or white flattened cylinders. It's not uncommon to see a program carry multiple batons, in case one gets lost, or a vehicle becomes destroyed. Batons can hold any item with the Rez quality, and each item stored counts against the baton's capacity or available slots. Objects formed from a baton are automatically derezzed when the baton is separated from its wielder.



Baton Options: Equipment

Players start with one baton that can hold Rez items of Rarity 2 or lower. The following pieces of equipment can be stored in a baton, and is activated by the character by suffering 1 strain per Rez rank.

FREE CODE

Free code is a graffiti-like technique used to create a spreading pattern of glowing light-lines resembling neon tubing, interlocking in three dimensions to form a picture or message or just to deface a given surface. The code can be a variety of colors, and spreads rapidly, covering entire city blocks in a matter of moments. Once deployed, a free code design permeates every available surface and is stable enough to resist



disruption except by breaking its lines piece by piece. Broader sheets of free code can only be derezzed by a code-scrubbing tool, one tiny, tedious patch at a time. It can also spread over a program's skin, though it does so only as harmless 2D lines of color.

The code is unleashed by firing a stream of light with a baton into the air. A reflective metallic glove can be used to draw designs while the coding tool in the other hand propagates the new patterns. The code can also be contained in a scatter bomb that activates on proximity, displays a five-second digital countdown, and the area around it with tiny points of light which become multiple origin points for a rapidly spreading free code matrix. Free code covers anything in Short Range.

LIGHT CABLE

A Light Cable is a baton-generated glowing cable that can be used to swing from one place to the other as a grappling device, or grab objects from a distance.

To use the Light Cable to swing from one location to another, the program points to an area within Short Range away that has a surface that the grappling hook can attach to, activates the Light Cable, and makes an **Average (◆◆) Coordination** check. Failure on the check may not necessarily mean the character doesn't make it to the tethered location, but rather they didn't land on their feet, or something similar.

Name	Encumbrance	Hard Points	Rarity
Baton	2	2	(R) S

If the character wishes to use the Light Cable to grab an item within Short Range away, they should make a **Ranged** check with a difficulty determined by the GM. Many things can factor into the difficulty, such as the size and weight of the object, how secure the object is, and where it is located. GMs can use the rules for range combat as a starting point, or the target's Athletic strength.

UTILITY ITEM

There are a myriad of other items a program can rez, from a broom with light bristles, to an umbrella that protects a user from the weather. The utility item should be discussed with the GM to work out any in-game mechanics it may have. It can be attached to any baton, and has the Rez quality.

Baton Options: Weapons

LIGHT SWORD

The Light Sword, also known as a Katana, is a weapon that can be formed by a baton. The baton becomes the hilt of the weapon, while a program's own energy is channelled into forming a blade of light, and is able to withstand blows by other light swords, or identity discs. The sword blade usually matches the color of the user's circuitry color.



Name	Encum	Rarity	Quality
Free Code	0	1	Rez 1
Light Cable	0	2	Rez 1
Utility Baton Item	0	1	Rez 1

STAFF

A staff is a hand-to-hand combat weapon generated from a baton, resulting in a weapon similar to a "bo staff". They are most commonly found in the hands of Sentries being used for law enforcement purposes, being generated from a single baton and has an asymmetrical shaft with the longer length usually employed as the 'downward' end.

STUN PIKE

Stun Pikes are the primary weapon of the MCP's guards. They are long and prod-like with energy at the tip. They can administer painful shocks and flash bright orange for a moment before returning to their original dark color. Stun pikes are normally generated from a baton.



Name	Skill	Damage	Crit	Range	Rarity	Special Qualities
Melee Weapons						
Light Sword	Melee	5	3	Engaged	1	Pierce 2, Reinforced, Vicious 1, Rez 1
Staff	Melee	+2	3	Engaged	1	Disorient 3, Rez 1
Stun Pike	Melee	+4	4	Engaged	3	Disorient 2, Stun 3, Stun Damage, Rez 2

Baton Options: Vehicles

Many programs have their own personal vehicles stored on batons, and enjoy traveling to different parts of the Grid in them. A baton can be used to store vehicles with the Rez quality, if there is enough slots available, like

Light Cycles and Light Jets. Vehicles that are permanent constructs cannot be rezzed or stored on a baton. If your character starts with a vehicles, see page 53 for more information on using vehicles with your baton.

LIGHT SUIT

A typical Program's suit is usually black with the illuminated strips contrasting starkly against the dark bodysuit. Some are made with a white design instead, pulling together the glowing highlights over apparel made in very light colors. Made to protect programs if they ever find themselves in minor situations that might cause harm, the Light Suit comes with a helmet that appears over the program's head when driving a light cycle or other situations where extra protection is needed.

Light suits can appear in a variety of styles and configurations. Players that wish to add additional narrative styles, like a long coat, sleek dress, or cape to their light suits, are welcome to do so. However, these narrative extras won't add mechanical benefits to their character.

The following pieces of equipment can be stored in a light suit, and is activated by the character by suffering 1 strain per Rez rank. Some items have a Rez quality of 0, which means the item takes an available slot on the light suit, but is small enough to not need the player to suffer strain to rez it.

Light Suit Options: Armor

BATTLE ARMOR

A Light Suit with Battle Armor is considered by many to be a smart upgrade from Basic Armor. Security Programs may need the extra protection as they continue

to engage in the escalating tension. Those playing in one of the various games on the grid also find the added coverings useful.

DIGITAL CAPE/COWL

Sometimes it's better to not be noticed, and a Digital Cape and Cowl keeps the identity of programs away from watchful sentries. With this addition to a character's light suit, a program might even be able to slip by the sharpest eye. The character may add a ■ to **Stealth** checks when Digital Cape/Cowl is rezzed.

COMMAND OUTFIT

Some programs need to show their authority, and a Command Outfit is the best vestige for such demonstration. The character will feel empowerment to their message, and lead with skillful distinction as they wear these outfits. A character may add a ■ to **Leadership** or **Negotiation** checks when a Command Outfit is rezzed.

MECHANIC ARMOR

Mechanics will find their tasks going smoother and quicker with a Mechanics Armor rezzed on their light suit, finding all the tools needed to code with great accuracy. Skilled mechanics will even find ways to make their armor even more to their liking with some simple modifications. The character may add a ■ to **Mechanics** checks when Mechanic Armor is rezzed.

Name	Defense	Soak	Encumbrance	Rarity	Hard Points	Qualities
Basic Light Suit	0	1	0	(R) S	2	

MEDIC ARMOR

Making sure programs receive the best care when they have injured code is top priority for a Medic, and the Medic Suit helps to provide that, giving the user the tools and protection to make the necessary repairs. The character may add a **■** to **Medicine** checks when Medic Armor is rezzed on their light suit.



REGAL SUIT

Style and confidence are instantly felt by those that wear a Regal Suit. Conversations and requests seem easier for anyone wearing one, and most programs can't help but be a little star struck with the appearance. The character may downgrade the difficulty of any social checks once while wearing a Regal Suit.

Light Suit Options: Weapons

POWER GAUNTLETS

When installed on a light suit and rezzed, these powerful gauntlets shine brilliantly over the owners hands and forearms.



They have the ability to block disc attacks or to generate a powerful electric charge which can derez programs during prolonged contact. The augmented arms also pack a considerable punch, and can be launched with a beam of energy to grapple or strike the targets far away, even turning corners as they target the opponent. But as they reach further, there's always a greater danger that they can be cut by a light sword or identity disc.

Light Suit Options: Equipment

CODE CUTTER

A Code Cutter is a spinning circular blade at the end of a handle that slowly cuts away at the surface where it is applied, usually used for construction projects, such as cutting away panels or hull plates.

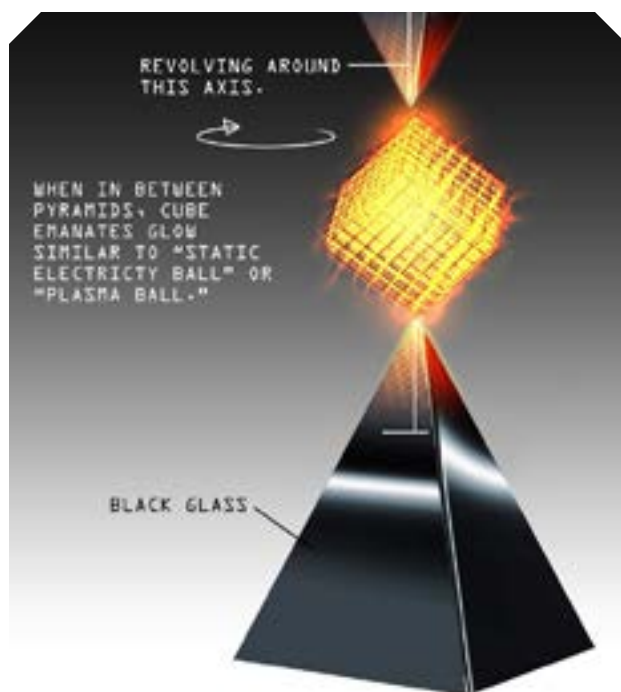
Name	Defense	Soak	Encumbrance	Rarity	Hard Points	Qualities
Battle Armor	1	1	0	2	2	Rez 2
Command Outfit	0	0	0	2	1	Rez 1
Digital Cape and Cowl	0	0	0	2	1	Rez 1
Mechanic Armor	0	0	0	2	2	Rez 1
Medic Armor	0	0	0	2	1	Rez 1
Regal Suit	0	0	0	2	1	Rez 1

Name	Skill	Damage	Crit	Range	Encum	Rarity	HP	Special Qualities
Power Gauntlets	Brawl	+4	4	Short	0	(R) 6	2	Defense 1, Deflection 2, Disorient 1, Rez 2

It has been rumored that some programs use it as a torturing device, that painfully damages a program's code, causing horrific scars that are difficult to mend. Most shriek in agony under this glowing rotary cutter, as it cuts away, bit by bit, leaving long gashes of topical deresolution. It also has the ability to damage a programs reliance on Energy, causing a necessity to replenish energy supplies more frequently. Programs that undergo this punishment find full recovery through an intense process called "repurposing" where damaged code is removed and replaced with new code. If a program is subject to this tool for 3 constant rounds with out cessation, they are left with the critical injury, Horrific Injury, with their **Presence** reduced by 1, and their strain threshold halved, until the program can go through the repurposing process.

DATA CUBE

Small objects about the size and shape of Rubic's Cubes that can store plans, security codes and blue-prints. Data Cubes may seem unimportant on the outside but they can store incredibly powerful information, like strategic military plans and private initiatives.



DISC STYLUS

Handheld tools that resemble heavy chopsticks, Disc Stylus are useful when repairing code, and manipulating other forms of data on a disc. Disc Styluses provide a ■ to all checks where disc data is being edited or accessed.

LIGHT CUFFS

Used to restrain programs, they may be placed on wrists and ankles. Light cuffs are strong enough to resist being broken by individuals, but yield to being cut and broken by Identity Discs, and Light Swords.

TRACKER

A Tracker is a hand held device that, when paired with an object like a light cycle, can track where the object is located anywhere on the Grid.

To pair an object with a tracker, make a successful **Average (◆◆) Mechanics** check. A **Hard (◆◆◆) Mechanics** check can be made to determine if an object is being tracked or paired with a tracker.

WING CHUTE

Wing chutes are housed in a compartment on a military Program's upper back, or in a parachute-like backpack that can be strapped onto a non-military Program or User, with the appendages tucked under each side of the identity disc. When activated, the back panel pops out and unfolds into an X-pattern, and four energy wings activate. The wearer then glides down to a target area. To use a Wing Chute, make an **Average (◆◆) Piloting** or **Coordination** check. Failure may not necessarily mean you crash, but instead miss the desired landing target or not landing on your feet.





WRENCH (RECORDER)

The Wrench is a tool that can recode any broken engine or parts of a vehicle. When the wrench is connected to the hull of a damaged vehicle, the vehicle becomes transparent, highlighting the broken area of the vehicle. It then allows the user to manually interact with the code and to quickly make the required repairs.

Name	Encum	Rarity	HP	Quality
Code Cutter	0	4	0	Rez 0
Data Cube	0	2	0	Rez 0
Disc Stylus	0	2	0	Rez 0
Light Cuffs	0	4	0	Rez 0
Tracker	0	4	0	Rez 0
Wing Chute	0	3	0	Rez 2
Wrench	0	2	0	Rez 0

The wrench can also be used for a variety of other purposes, like modifying an identity disc so that circuitry resembles the system monitor Tron, or as a handcuffs lock picking device. It can also be used to hack control panels and vehicles, such as forcing a light cycle rider to retract to its baton while riding it. The wrench is considered a “right tool for the job” item described on page 93 of the **Genesys Core Rulebook**.

OTHER EQUIPMENT FOUND ON THE GRID

The following equipment and gear are additional items a character may come across, or eventually own as they live on the Grid. These items are persistent, and do not have the Rez quality.

Range Weapons

BALL & CESTA

The Ball & Cesta is a weapon used by programs almost exclusively in a ring game. Its function is very similar to the jai alai cesta: to throw a ball at high speed against a wall, causing it to rebound at the other player. In a ring game, a player uses the cesta to catch an energy ball and rebound it from the ceiling. If the other player fails to catch the ball, its strike derezzes one or two ring segments in the player’s platform, causing a dangerous gap which remains for the rest of the game. Learn more about this game on page 69.



LIGHT CANE

A luminescent blue walking cane with a rounded grip on the top end. At face value, it appears to be something of a fashion accessory. A hidden feature of the cane is its concealed gun weapon. The cane is capable of firing numerous high velocity light blasts in an automatic repeater fashion. These shots are damaging, at least to the point where they can harm objects and seriously maim a program. A single-shot blast, which may result from an alternate fire mode, is capable of derezzing a program with a direct hit at close range.



Name	Skill	Damage	Crit	Range	Encum	Rarity	HP	Special Qualities
Ranged								
Ball and Cesta	Ranged	2	5	Short	3	3	0	
Light Cane	Ranged	5	3	Short	3	2	0	
Missile Launcher	Ranged	9	3	Long	4	(R) 7	0	
Explosives								
Light Charge	Ranged	9	3	Short	3	(R) 5	0	Blast 8, Limited Ammo 1
Light Grenade	Ranged	6	4	Short	0.5	2	0	Blast 6, Limited Ammo 1
Light Taser	Ranged	7	5	Short	0.5	3	0	Blast 8, Disorient 2, Limited Ammo 1, Stun Damage
Smoke Bomb	Ranged	1	6	Short	0.5	2	0	Disorient 2, Limited Ammo 1
Stasis Bomb	Ranged	1	6	Short	2	(R) 5	0	Ensnare 5, Limited Ammo 1

MISSILE LAUNCHER

The launcher is large, supported on the shoulder, and has a heavy recoil; it fires self-propelled missile-like projectiles, ejecting a shell after each shot. It has a view scope and the chamber must be cocked before firing. Though the missiles can be aimed, their paths are extremely unpredictable, looping wildly before landing in the general vicinity of the target.



Explosives

LIGHT CHARGE

A Light Charge is an extremely powerful explosive slightly larger than a clenched fist. Its purpose, functions, and effects are similar to a Light Grenade albeit a much wider explosion radius.



LIGHT GRENADE

A Light Grenade is an explosive weapon that can derez code and programs in a powerful energy burst. They appear as small disc-like objects with a timer and detonator on the upper surface and some form of clamping system on the underside. They can operate as a thrown hand grenade, although they may also be employed as limpet mines, clamped to walls and other surfaces.



LIGHT TASER

The Light Taser is a device similar in shape and size to a Light Grenade, but it is used to shock someone into unconsciousness.

SMOKE BOMB

A smoke bomb is a weapon similar in size, shape, and weight to a Light Grenade, but instead of causing a devastating explosion, it detonates with a flash of light and smoke (and as such, it effectively doubles as a flash bang). While not physically dangerous, a smoke bomb is useful as a distraction, reducing vision to provide cover for attacks or escapes.

Characters in a smoke bomb blast will have the Concealment Environmental Effect for 2 rounds as described in page 110 of the **Genesys Core Rulebook**.

STASIS BOMB

Also known as a Gravity Bomb, Stasis Bombs are rare. When thrown they expand outward as clear energy spheres encasing any subjects within short range of the epicenter. Once subjects are encased within the Stasis sphere they are almost entirely immobilized in a zero gravity state. The wielder of the Stasis Bomb may attune their Light Suit to the bomb's sphere enabling them to move into its field and interact with the captive subjects, for example removing their Identity Discs.



Meds and Enhancers

ENERGY AND ENERGY SIPS

Energy is a liquid substance found in both the ENCOM and TRON Systems, used as a fuel for vehicles and as a vital nourishment for all programs. The terms "energy" and "power" are used interchangeably in the computer world, and power gained by consuming liquid energy can be transferred to other beings or devices, particularly by users.

In the computer world, energy behaves like water from the real world, and is an essential form of nourishment for programs. If a program does not have enough energy, he or she may derez. Digitized users can also consume energy, reaping the same benefits.

Liquid energy can be found naturally in rural parts of the computer world. In the ENCOM System, it occurs

in streams flowing through caves and canyons; on the Grid it flows underground and in pools or lakes in the Outlands, and can be mined or tapped to power cities.

Energy Sips are small black tube about the length of one's hand and the thickness of a finger, Energy Sips are emergency reservoirs of energy to help replenish a program's energy levels. Using an Energy Sip requires one maneuver for a character to consume it. The character immediately heals 5 wounds. Each Energy Sip consumed after the last one heals one wound fewer than the previous time. After one day on the Grid, the character may use another Energy Sip to heal 5 wounds, following the same pattern as just described.

POWER UPGRADE

The Power Upgrade resembles a small flat disc covered with glowing warm-spectrum circuits. When attached to an identity disc, it becomes invisible, but generates a powerful pulse of energy in the bearer once the disc is docked. The program can then remove the disc and use it in battle without losing the power-up effect, which lapses only when the disc is re-docked without the weapon.

Programs powered up by the weapon display red-tinted eyes and vastly increased strength and agility, effortlessly defeating unprecedented numbers of highly skilled opponents in battle. Side effects of the weapon's use include heightened aggression and addiction to the power it provides, potentially corrupting anyone who uses it.

A Power Upgrade can be attached to any Identity Disc, which increases a player's Agility and Brawn by one each, as long as the player has the upgrade attached. Anytime the character uses the upgrade by making a skill check using Agility or Brawn, they will need to make



an **Easy** (♦) **Discipline** check, increasing the difficulty by the number of times used, to resist going insane. If they fail the check, they become an NPC until the disc is removed, and are unable to control their character.

STIM SIPS

Some programs use a synthetic energy supplement called Stim Sips for quick rejuvenation and a boost to their reflexes, but with a painful cost. To use a Stim Sip, the character spends a maneuver to consume the liquid, and regains 4 strain, and adds ■■■ to all **Piloting**, **Driving**, and **Perception** checks for the rest of the encounter. At the end of the encounter, the character suffers 8 strain.

Recreation

MUSIC BOARD

Resembling a Monome in the real world, it is a simple white box with many square buttons on its top surface. A character is able to program and play any musical sound or rhythm one wishes.



Storage

BAODING BALLS

Two spherical orbs that fit into one hand, and used to manipulate games in the Grid. These can be programed to store one aspect or property of a game, and the user of the balls can alter that property by twirling them around in various configurations.

DATA PAD

A simple rectangular device programs use for various reasons, such as tracking a location, or identifying a shipping manifest. Most are touch screens, and seem to be a self contained peice of equipment.

Name	Encum	Rarity	HP	Quality
Meds and Enhancers				
Energy Sips	0.5	1	0	
Power Upgrade	1	(R)7	0	
Stim Sips	1	2	0	
Recreation				
Music Board	2	4	0	
Storage				
Baoding Balls	1	5	0	
Data Pad	2	3	0	
Duffle Bag	+3	3	0	
Survival				
Map	1	2	0	
Tent	4	3	0	

DUFFLE BAG

Duffle bags provide an easy, but bulky, option for a program to carry equipment. These bags have a strap to hang over a shoulder, and a zipper down the middle of the bag, and any program that uses one increases their encumbrance threshold by 3.

Survival

MAP

Maps are transparent sheets illuminated in white energy lines that a program can reference as they navigate parts of the Grid. They may range in rarity depending on the environment the map covers. High security locations are quite rare, while public locations are very common. There are even maps for a network of tunnels located under Argon City.

TENT

Tents are employed as emergency shelters in the Outlands and resemble glowing white half domes that can enclose a number of individuals. They are not robust structures and can take harshly to the elements or invading creatures.

WEAPON ATTACHMENTS

With the proper time, tools, and skills, a program can add greater functionality to their gear and equipment. Upgrading code, improving software, and customizing existing functions are a natural way of life for programs on the Grid.

Gaming in the Grid follows similar rules of Attachment and Hard Points found on page 206 of the **Genesys Core Rulebook**. Players verify there are available Hard Points, the Rarity isn't higher than players current limits, and make a successful **Average (◆◆) Mechanics** check to attach the item after an hour of work.

In addition to installing an Attachment, some are able to be customized further with additional modifications. To make a modification, select one uninstalled mod and make a **Hard (◆◆◆) Mechanics** check. If successful, the mod is added to the base modifier. If the check fails, the modification is not added, and the character may not attempt to add the mod again. If the attachment has more modification options, you may attempt to add more mods with another Mechanics check, with the previous difficulty upgrade once.

The following attachments can be added to various pieces of equipment and upgrades. Some attachments are for specific pieces of equipment, so double check what the attachment can be used with. To find Attachments for vehicles, go to page 61.

Identity Disc Attachments

BOMB DISC MOD

This modification creates a small explosion when striking its target, causing a splash of damage to any nearby target. The disc is not damaged with this added attachment, and still has the ability to return to the program's hand. but it does takes more time to return to their hand for another strike.

Use with: Identity Disc

Base Modifier: Add Blast 4 to a thrown Identity Disc, and add Slow Firing 1 quality.

Modification Options: None

Rarity: 5

Hard Points Required: 1

SECONDARY OUTFIT

Some programs enjoy finding a new look, or even imitating someone else. This attachment can also gives the Program an additional armor they can choose to wear. The character gains a Secondary Outfit with the look and style approved by the GM. Anyone attempting to recognize a character wearing their Secondary Outfit will need to make a **Daunting (◆◆◆) Perception** check to identify them. Or the player may add another armor option to wear from the armor list on page 39.

Use With: Identity Disc,

Base Modifiers: Add additional outfit to the programs options.

Modification Options: 1 Add a third armor type that the program to wear mod

Encumbrance: 1

Rarity: 4

Hard Points Required: 1



HEAVY DISC MOD

Some programs like to add a little bit of weight to their disc, making it heavier, but provides a greater impact on their target. Those programs that have the strength to wield a heavier disc will find this attachment an ideal improvement to their identity disc, delivering hard-hitting results.

Use with: Identity Disc

Base Modifier: Add +2 Damage to a combat check with this Identity Disc, and add Cumbersome 3 quality.

Modification Options: None

Rarity: 5

Hard Points Required: 1



Weapon Attachments

REACH ATTACHMENT

Gives an instant increase in distance, with opportunities to stretch beyond the item's original specifications.

Use with: Power Gauntlets, Free code, light cable, comm code

Base Modifier: Extend Range Band limit by 1

Modification Options: 1 Extend Range Band limit by 1 mod

Rarity: 5

Hard Points Required: 1

ROTOBLASTER

With upgraded Melee weapons, this attachment provides an incredibly powerful option when a Ranged attack would be a better choice. Even though it only comes with 6 shells, the firepower is enough to demolish the side of a wall. With such a powerful blast, this attachment comes with heel-clamps to help a program stay upright after the strong recoil, as well as a side handle to help support it.

Use with: Power Gauntlets

Base Modifier: Adds Rotoblaster Cannon (*Skill: Gunnery, Damage: 12, Crit: 2, Range: Medium, Hard Points: 0, Special: Blast 8, Cumbersome 3, Limited Ammo 6*)

Modification Options: None

Rarity: 7

Hard Points Required: 2



SUBSTRATE SURFACE MANIPULATION

Designed to deter programs from escaping, this attachment aids sentrys and guards to apprehend those they wish to question, interrogate or capture. When attached to a Staff, and located on ground level, the user selects a target and activates the power, creating a grid around the target. The grid becomes tiles that begin to lower, leaving the target on a raised platform.

Use With: Utility Baton with Staff or Stun Pike.

Base Modifiers: When staff is forced vertically onto the ground, a grid pattern appears up to Short Range and begins to lower the ground down to Short Range.

Modification Options: 1 Increase distance to Medium Range mod, 1 Increase depth to Medium Range mod.

Rarity: 6

Hard Points Required: 1



CONNECTION POINT

Adding this tiny connector allows a character to create a formidable double bladed light sword, dealing additional damage with a skilled user. With even more modification, the character can create a deadly nunchuck weapon, inflicting more pain on the target.

Use With: 2 Batons with at least 1 Light Sword

Base Modifier: Can connect, for a maneuver, 2 Utility Baton together to form a double blade light sword, and gains the Linked 1 quality when combined.

Modification Options: 1 Create nunchuck weapon with a flexible light tether in between batons mod. (*Nunchuck Stats - Skill: Melee, Damage: +4, Crit: 3, Range: Engaged, Encumbrance: 2, Rarity: 4, Hard Points: 0, Special: Concussive 1, Disorient 3, Unwieldy 3*), 1 connect batons as incidental mod

Rarity: 5

Hard Points Required: 1

Armor

EXTRA SUIT PROTECTION

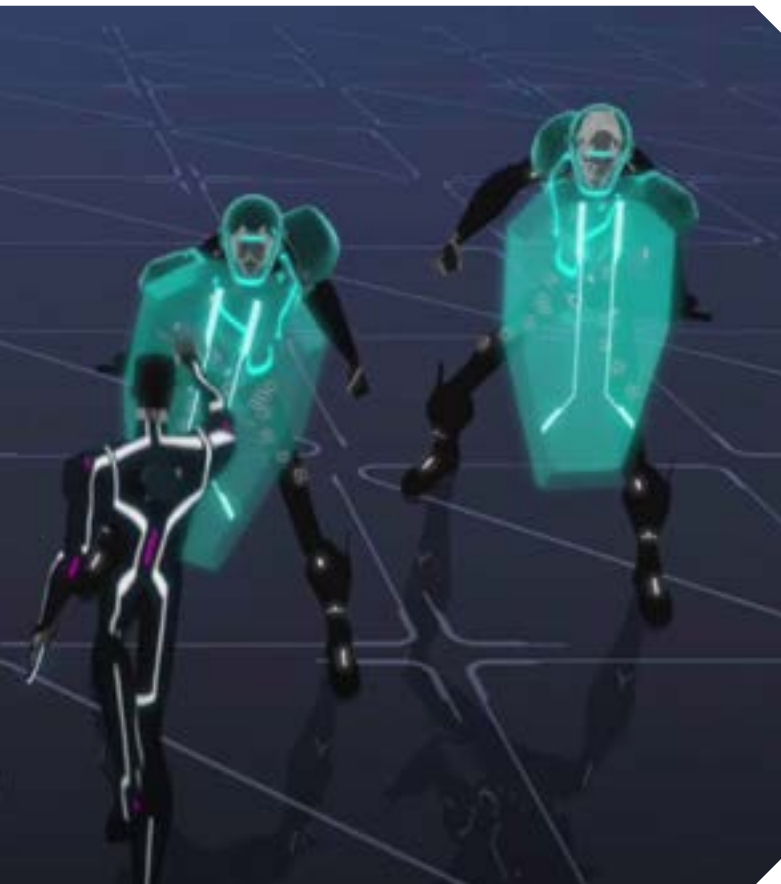
As danger continues to be a concern, many programs are looking to add extra protection to their armor, in preparation for riots and conflict.

Use with: Any Armor

Base Modifier: 1 Add an additional Defense Quality, **Modification Options:** 1 Add a Shield to rezzed Armor mod. (*Shield Stats - Skill: Melee, Damage: +0, Crit: 6, Range: Engaged, Encumbrance: 3, Rarity: 4, Hard Points: 0, Special: Cumbersome 3, Defense 2, Deflection 2, Disorient 1*)

Rarity: 4

Hard Points Required: 2



GAMING EXTRAS

Whether a casual gamer or involved with life-or-death stakes, a character with this attachment will be ready to survive to the winners circle.

Use With: Any Armor

Base Modifier: 1 Add an additional Soak.

Modification Options: 1 Add Jousting Lance to the Armor (*Jousting Lance - Skill: Melee, Damage: +4, Crit: 2, Range: Short, Encumbrance: 2, Rarity: 4, Hard Points: 0, Special: Knockdown, Pierce 3, Unwieldy 3*), 1 Add an additional Soak mod.

Rarity: 4

Hard Points Required: 2

INVISIBLE

With more and more sentries appearing on every street corner, staying out of their sight becomes increasingly more desirable. The attachment warps light around your outfit to make it even more difficult to be noticed.

Use With: Command Outfit, Digital Cape/Cowl, Regal Suit.

Base Modifiers: Upgrade the difficulty of anyone trying to make a check to identify the wearer once.

Modification Options: 2 Add a ■ to any **Stealth** checks

Encumbrance: 1

Rarity: 4

Hard Points Required: 1

SOCIAL UPGRADE

With this attachment, words flow smoother from the character's lips, and the social circles are somehow just more accommodating.

Use With: Command Outfit, Medic Light Suit, Regal Suit.

Base Modifiers: Add a ■ to social checks.

Modification Options: 1 Downgrade the difficulty of social checks once mod, 1 Add another ■ mod

Encumbrance: 1

Rarity: 4

Hard Points Required: 1



CHAPTER 5

VEHICLES

“NOW THIS I CAN DO.”

SAM FLYNN

The moment you step in The Grid, iconic vehicles are seen everywhere. From sleek light cycles, to patrolling Recognizers, to enormous carriers carrying thousands of soldiers, The Grid is full of dazzling transportation. Your skills will be put to the test if you dare drive any in the challenge of the grid. But one thing is certain; you won't go far unless you hitch a ride or rez a light jet to get you from one place to the next.

NEW VEHICLE QUALITY: REZ

Some forms of transportation require a baton, along with energy from the program. Other vehicles are permanent constructs, and await a program to test its limits, as mentioned in Chapter 4: Weapons and Equipment on page 31.

If a vehicle has the Rez quality, a character uses a maneuver and a little bit of their energy to activate it, suffering strain equal to the Rez value. It remains active until the character chooses to derez it, or accidentally

leaves their hand. After a vehicle is rezzed, the vehicle begins at speed 1. Rez vehicles count against available Slots on a baton, but do not count against a character's Encumbrance.

Acquiring Vehicles

Most programs are comfortable driving light cycles, and it'd be difficult to find a program that doesn't already own a light cycle. While most program have access to the simple comforts of the Grid, there are some vehicles not available to all programs.

Gaming in the Grid introduces players to a new, unique way to acquire vehicles that's different from what's suggested on page 51 of the **Genesys Core Rulebook**. First you will notice there vehicles have no price. With no set monetary currency on the Grid, programs do not purchase by exchanging goods for money. Some barter for services, others exchange or reward clients with other objects.



RARITY

Vehicles on the Grid that players can acquire are regulated by their Rarity. Any vehicle that is Rarity 2 or lower is available to all programs. Unless the vehicle is Restricted, there is no need to make a check to find them, regardless if the Rarity is 0 or 10. As programs gain experience, they'll have the ability to gain additional Talents that allows them greater access to vehicles with higher Rarity.

LIGHT RIBBONS & JETWALLS

A unique element to vehicles on the Grid are near-impenetrable, temporary walls of light called Jetwalls in the Encom System, or Light Ribbons in the Tron System. They are generated behind vehicles, and is often used strategically in games to derez opponents that are forced to crash into them. Their low height allows nimble vehicles to jump over them, and they can otherwise be avoided by waiting until the ribbon dissipates after a short time or steering clear of them. Light ribbons can also be destroyed by force from high impact collisions or weapons fire.

The Light Ribbon is the updated version of the Jetwall, and is transparent in its new incarnation, with a refractive index similar to that of water. This transparency therefore gives Light Ribbons a liquid appearance.

Due to system constraints of the time, light cycles in the Encom System, and by extension their jetwalls, traveled only in straight lines and made only 90°-angle turns during light cycle battles, though the vehicles themselves could move more freely off the Game Grid. In the Tron System however, the jetwall was superseded by the Light Ribbon.

Light Ribbons can be turned on and off by the driver at any time they are driving the vehicle by a small switch on the handle bars. Jetwalls seem to stay active while on the game grid, but deactivate once a program leaves with their cycle. As both of these walls of light are used extensively throughout the Tron setting, refer to page 66 that goes into greater detail on how to use Light Ribbons in your structured gameplay. From here on out, we will refer to both as Light Ribbons.

Rez Quality Vehicles

LIGHT CYCLE

One of the most common vehicles throughout the Grid, these two-wheeled vehicles resemble bulbous motorcycles that can reach incredible speeds. Light cycles are primarily used in competitions, with combatants in constant motion on a large playfield. But they are also used outside the games, when programs need to get somewhere quickly.

Since the original Encom System's 1st Generation of light cycles, where the driver is completely covered, there have been numerous adaptations and upgrades, with each version becoming more and more advanced. One of which is the Light Ribbon they produce that can be toggled on or off at any time, unlike the earlier generation Jetwalls which were constant on the Game Grid. Later generations are powered by pure liquid energy, have no canopy, and when attempting certain maneuvers, a pair of small fins can spring out behind the rider to aid in either balance or braking.

Even though the light cycles are remarkably fast and can outrun most vehicles, a single direct hit by a larger vehicle weapon, or a collision with another players Light Ribbon, can destroy the light cycle and potentially derez its driver.



Control Skill: Driving

Compliment: 1 driver

Passenger Capacity: 1

Rarity: 1

Encumbrance Capacity: 0

Quality: Rez 2

Weapons: Light Ribbon

 [Link to RPG Sessions: Light Cycle](#)



SNOWMOBILE

The Snowmobile is a heavily modified Light Cycle. It is generally used to navigate rough terrain, like that of the Outlands. It has all the capabilities of standard light cycles, can quickly overtake a light crawler and even outrun recognizers. A snowmobile has treads over its wheels, and its back wheel is much larger than the front. This vehicle works much like a real world bike: a wheel turning the chain, activating the other wheels to move the vehicle.



Control Skill: Driving
Compliment: 1 driver
Passenger Capacity: 1
Rarity: 3
Encumbrance Capacity: 10
Quality: Rez 2
Weapons: Light Ribbon



LIGHT JET (SMALL)

A Light Jet is a small aircraft capable of high speed flight. They lack a cockpit and are generated from vehicle batons in the same manner as a Light Cycle. Most programs leap into the air, or off a high ledge, while the Jet rezes beneath them. The pilot rides on top of the air frame, straddling a saddle in a crouched position. The arms and legs of the pilot each manipulate one of the four corresponding wings. Forward-firing automatic guns provide sufficient firepower to derez a program with a single shot.

Light Jets come in all manner of models and designs, but each has the ability to generate a Light Ribbon to further impede pursuers.



Control Skill: Piloting
Compliment: 1 driver
Passenger Capacity: 0
Rarity: 3
Encumbrance Capacity: 0
Quality: Rez 2
Weapons: Light Ribbons, 2 Light Cannons (Fire Arc Forward; Gunnery; Damage 1; Critical 3; Range [Long]; Linked 1).

[Link to RPG Sessions: Light Jet \(Small\)](#)



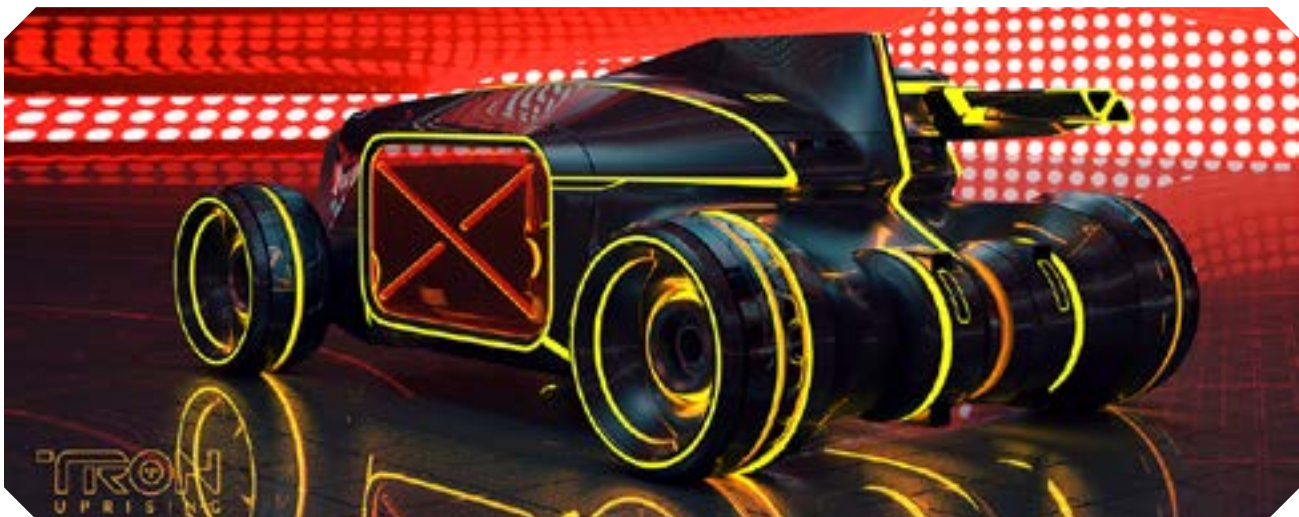
SUBMERSIBLE

The Submersible is smaller version of the basic speed boat. Massive ram-hammers are on each side to pierce targets under water, and it can have a Light Ribbon activated above or below the water. The pilot lays flat on their belly due to the low profile, and pilots the craft from inside a pressurized cockpit.



Control Skill: Driving
Compliment: 1 Driver
Passenger Capacity: 0
Rarity: 6
Encumbrance Capacity: 0
Quality: Rez 2
Weapons: Light Ribbon





Ground Vehicles

APC

APCs (Armored Patrol Carriers) are used by Clu's army to deal with insurrections or disturbances. Typically a battle vehicle, this permanent construct has one driver, and can carry a small group of soldiers to deal with hostile situations.



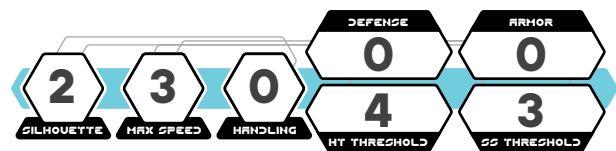
Control Skill: Driving
Compliment: 1 Driver, 2 Security
Passenger Capacity: 4
Rarity: (R) 8
Encumbrance Capacity: 40
Weapons: Light Cannon (Fire Arc Forward; Gunnery; Damage 1; Critical 3; Range [Medium]; Vicious 1).

LIGHT CRAWLER

A Light Crawler is an all terrain vehicle (ATV) with four wheels, designed to be sturdy for usage along rough terrain. Light crawlers travel quickly, but they are slower than Light Cycles. They have a unique two Light Ribbon design that appears from the back of each rear wheel.



Being somewhat temperamental, some programs leave them abandoned and in disrepair in the Outlands if they are unable to fix them.



Control Skill: Driving
Compliment: 1 driver
Passenger Capacity: 1
Rarity: 4
Encumbrance Capacity: 10
Weapons: 2 Light Ribbons.

ALL-TERRAIN

When making a Driving check to direct the Light Crawler, your character may remove ■■ added to the check due to terrain.

LIGHT RAIL

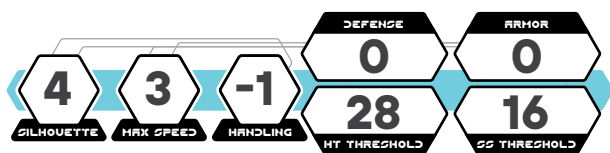
The light rail is a vehicle similar to a monorail. It runs on a beam of light, which is supported by tall pylons when not passing through tunnels or under structures. Light rail trains often turn upside down to avoid collisions or when passing through low spaces. It is unknown how the passengers inside stay upright during this process.

The compartment doors are between each car, accessible by steps when the train is at rest; the steps rise to form a barrier when the train is in motion. Cargo compartments appear to have no windows. A single broad circuit runs the length of each train, merging with a constantly-turning circuit resembling a wheel at the train's central engine unit.



The beam of light along which the light rail travels is not harmful to the touch, but will carry a program who falls into it away as swiftly as it carries a train, and is difficult to escape without help. If the beam itself is interrupted, it will quickly reform. However, if its supports are removed, the beam can cut out, endangering oncoming trains.

Express trains, which make non-local trips from city to city over the Outlands, are larger and more comfortable than local trains, having two decks, a cafe car with tables, and various other amenities. Like regular light rail trains, they can turn upside down to let trains going in the opposite direction pass on the same light beam. Safety features include on-board wing chutes, bulkheads which seal each car in emergency situations, and a two-person escape pod near the front of each train.



Control Skill: Operating
Compliment: 1 engineer
Passenger Capacity: 75 per car
Rarity: (R) 6
Encumbrance Capacity: 200 per car
Weapons: None

LIGHT ROADSTER

The light roadster is much like a real-world car, with four wheels and a large light-ring inside for use as a steering wheel. Unlike most vehicles shown in detail in the TRON Universe, it is purely a civilian sports car, with no weapons and does not appear to have Light Ribbons as part of its design. It appears to have the equivalent of a manual transmission along with a gearshift lever. The vehicle also has seatbelts, headlights, signal lights, a retractable roof, and a rear-view mirror above the dash. It has the unique feature of being able to split in half to go in two directions by reducing itself down to the wireframe, separating, then each half reforming into an unusual two-seat light cycle.



Control Skill: Driving
Compliment: 1 driver
Passenger Capacity: 3
Rarity: 8
Encumbrance Capacity: 12
Weapons: None

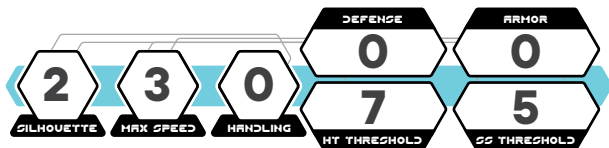


LIGHT RUNNER

A light runner is a ground vehicle used by programs on the Grid for transportation. It is similar to a light cycle, however it can carry two passengers, has four wheels and has the unique ability to drive off the Grid under its own power. When driving 'off-grid' the Light Runner adapts to the rougher terrain by extending small studs from its tires for better traction, and adjusting its suspension for better ground clearance and shock absorption.



The weapon complement of a Light Runner is extensive for a vehicle of this size. It has the ability to create Light Ribbons, which appear wider than those of a light cycle. Rear mounted mine launchers can disgorge high-yield proximity mines. A forward mounted light missile launcher is equipped with warheads powerful enough to blow through the walls of the city, creating a hole large enough for the Light Runner to pass through.



Control Skill: Driving
Compliment: 1 driver
Passenger Capacity: 1
Rarity: 5
Encumbrance Capacity: 0.

Weapons: Light Ribbon, 2 Missile launchers (Fire Arc Forward; Gunnery; Damage 2; Critical 3; Range [Long]; Blast 1, Breach 1, Limited Ammo 2, Linked 1). Mine launcher (Fire Arc Aft; Gunnery; Damage 8; Critical 3; Range [Medium]; Personal Scale, Blast 5, Inaccurate 1, Limited Ammo 4).

ALL-TERRAIN

When making a Driving check to direct this vehicle, your character may remove ■■ added to the check due to terrain.

LIGHT TANKER

A Light Tanker is a vehicle associated with Clu's invasion force. Its role is not overtly revealed, although they may be intended as a fuel truck and also had fire suppressing equipment on board.



Control Skill: Driving
Compliment: 1 driver
Passenger Capacity: 2
Rarity: 7
Encumbrance Capacity: 150
Weapons: None

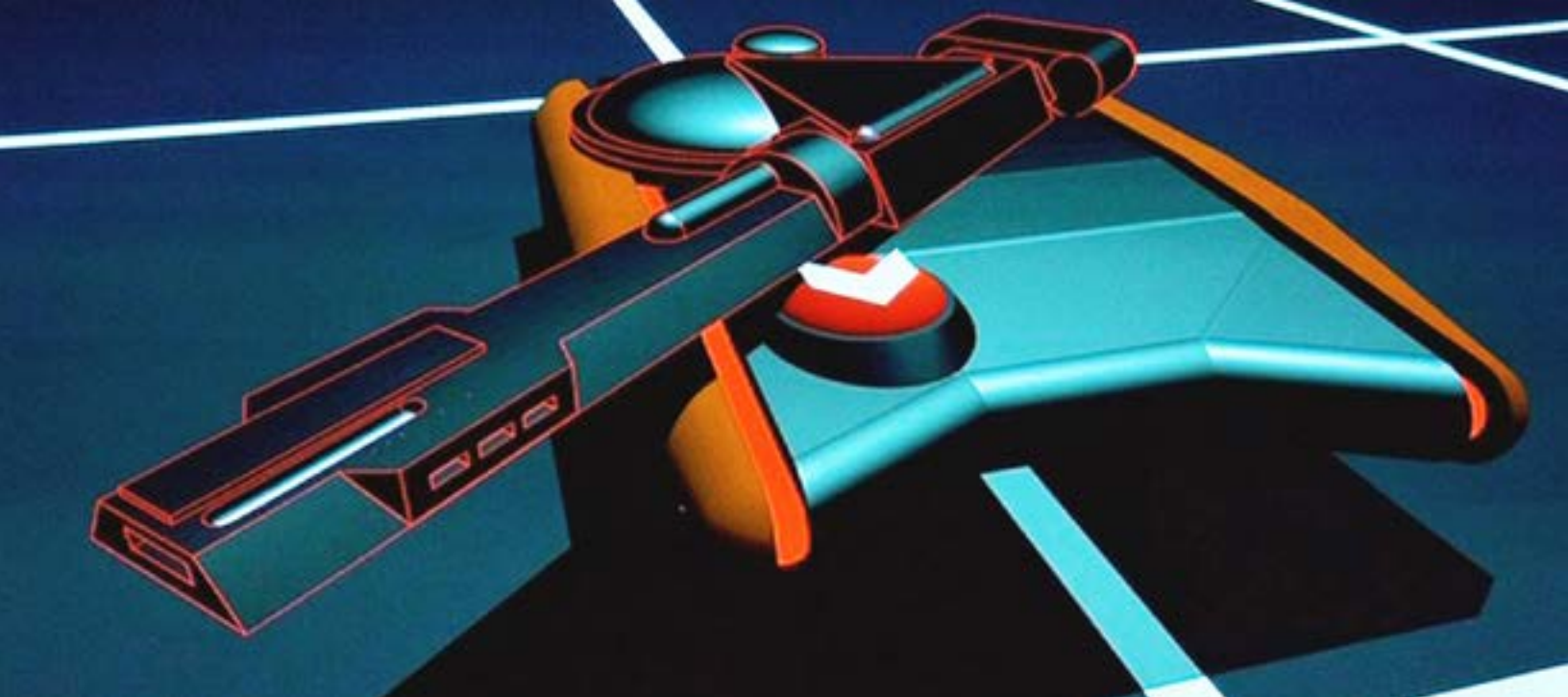
SWAT TRUCK

Swat Trucks are vehicles utilized by Clu's Army and provide a means of transport throughout Tron City. These angular vehicles sit low to the ground, and are at least a foot taller than most programs.



Control Skill: Driving
Compliment: 1 driver
Passenger Capacity: 12
Rarity: 6
Encumbrance Capacity: 20
Weapons: None.





TANK

The Tank is a tough vehicle mainly used by military-security programs on the Grid. Their basic structure is almost exactly the same in 2010 as in 1982, a rarity in the Tron system, and has a large cannon mounted on a turret. The cannon rotates 360° and can be raised and lowered for ranged shots. A powerful chevron of energy can be fired from this weapon, which can destroy vehicles and terrain.

Tanks are not very fast, as light cycles can normally outrun them. Their weight also makes them slow to respond to controls, ponderous and difficult to turn or stop. However, light cycles and airborne recognizers cannot withstand the powerful energy projectiles that tanks fire at enemies. Even though a tank can hold up to three operators, a single operator can also manage a tank alone.



Control Skill: Driving

Compliment: 1 Driver, 1 Gunners, 1 Command

Passenger Capacity: 1

Rarity: (R) 5

Encumbrance Capacity: 10.

Weapons: Tank Arrow (Fire Arc All; Gunnery; Damage 3; Critical 3; Range [Extreme]; Breach 1, Vicious 3).

 [Link to RPG Sessions: Tank](#)

Air Vehicles

CARRIER SHIP

Carrier Ships are massive and serve as mobile fortresses to prepare and transport armies.

Clu's Carrier Ship, The Rectifier was topped with a docking tower on which his Command Ship landed and attached to. The Rectifier contained an immense hangar that ran from bow to stern. The mid and aft sections could hold thousands of assembled personnel along with ranks of Light Jets and personnel carriers. The long forward section housed numerous recognizers and rows of tanks. An open floor on the port side split the deck from the bow to the midsection of the carrier, allowing entry and launch areas for flying craft. This was matched by a shorter port-side gap in the rear of the hangar.



The Rectifier also facilitated the large-scale repurposing of programs for Clu's invasion plan. Solar Sailers would ride in and be docked high in the port side of the hangar. From there, transport modules were detached from the Sailers and lowered to the deck. Programs of all kinds would then exit and be directed to gateways into a revolving "factory" within the huge circular-shaped section on the carrier's mid-starboard side. Rectified en masse, these programs would emerge a short time later, repurposed into sentry programs.

A small escape pod is found on the side of a carrier ship that could be detached for quicker travel. Once the pod was launched, the carrier can be set to automatically derez, including anything else still aboard the carrier.



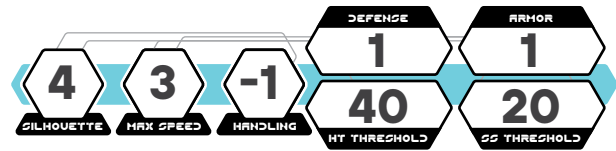
Control Skill: Operating
Compliment: 100 Command, Crew, and Security
Passenger Capacity: 50
Rarity: (R) 8
Encumbrance Capacity: 200
Weapons: None.

COMMAND SHIP

A large flying cruiser, Command Ships build on design principles apparent in the Recognizers, having a similar speed and VTOL capability, although they are much larger with a long and flattened design. The cruiser's command deck serves as the bridge, with a single workstation and windows offering an extensive



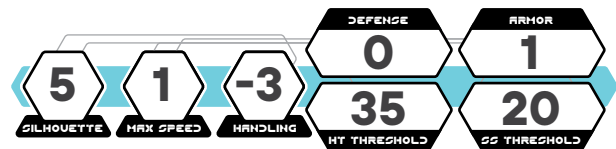
view of the surrounding area. An adjoining operations room contains four other workstations, as well as four security stations for sentries to guard the entrances to operations and the command deck. The workstations in operations are strategically sensitive enough to warrant individual blast shields for their occupants, which drop to sheathe their wards in sturdy, transparent cylinders when triggered.



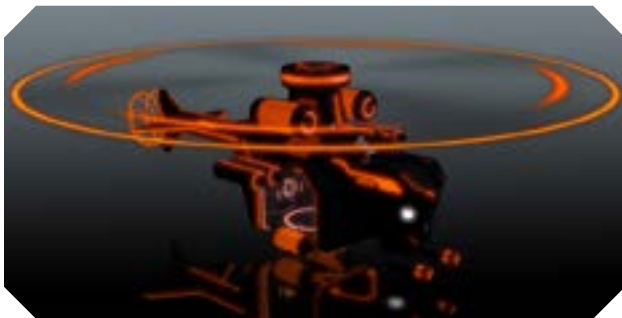
Control Skill: Operating
Compliment: 5 Crew
Passenger Capacity: 10
Rarity: (R) 8
Encumbrance Capacity: 100
Weapons: None.

DIRIGIBLE

Dirigibles are large, slow moving cargo transporters that are separated into two sections. A small engine section at the bottom propels it through the air, leaving a trail of rings, and a large section above that likely keeps it aloft. Several cargo containers can be stored atop the engine section. Because of their simple appearance, dirigibles can be one of the safest ways into a city.



Control Skill: Operating
Compliment: 3 Crew
Passenger Capacity: 20
Rarity: 7
Encumbrance Capacity: 800
Weapons: None



LIGHT COPTER

Light copters are weaponized transport vehicles with swishing blades of energy for the rotors. These vehicles are used primarily by the military. Light copters are armed with dual cannons, one mounted on each side of the cockpit. A small, open bay is utilized by the copter's passengers. Light copters possess significant speed, but cannot rival that of a light jet. They can also hover in place.



Control Skill: Piloting

Compliment: 1 Pilot, 1 Copilot

Passenger Capacity: 6

Rarity: (R) 5

Encumbrance Capacity: 25

Weapons: 2 Plasma cannons (Fire Arc Forward; Gunnery; Damage 12; Critical 3; Range [Long]; Linked 1, Personal Scale, Pierce 1, Vicious 1).

Link to RPG Sessions: Light Copter

LIGHT JET (LARGE)

The large Light Jets are permanent constructs, able to house a crew of three within a forward cockpit. The central chair can rotate and slide to the rear of the craft, locking into a tail-mounted gun turret with tail guns capable of firing a steady stream of automatic fire through a narrow arc. The forward-mounted guns are fixed and simply fire in the direction the craft is facing. The larger Light Jets can generate a pair of Light Ribbons to impede pursuers.



Control Skill: Piloting

Compliment: 1 Pilot, 1 Copilot, 1 Gunner

Passenger Capacity: 0

Rarity: 6

Encumbrance Capacity: 20

Weapons: 2 Light Ribbons, 2 Light Cannons (Fire Arc Forward; Gunnery; Damage 1; Critical 3; Range [Long]; Linked 1), 1 Plasma cannons (Fire Arc Forward; Gunnery; Damage 10; Critical 3; Range [Medium]; Personal Scale, Pierce 1, Vicious 1), 2 Light Cannons Turret (Fire Arc Aft, Port, Starboard; Gunnery; Damage 1; Critical 3; Range [Close]; Linked 1).

Link to RPG Sessions: Light Jet (Large)





RECOGNIZER

A Recognizer is a large, imposing vehicle that can be spotted all over the Grid, serving as pursuit vehicles and to transport sentries, as well as intimidate programs. The central cockpit is supported atop two massive pylon legs that house thrust mechanisms to hold the craft aloft, flying in the manner of a VTOL (Vertical Take Off and Landing) aircraft. When landed, these struts remain in a stable position while the entire crew compartment descends to the ground. They also have the capability to tether a tank with energy cables for transport between their pylons, or displaying a broadcast from a local leader.

The pilot stands upright in the cockpit at steering mechanisms that consists of two grips, and a third that acts as a forward/backward lever. Some Recognizers have a lower deck with eight foot-clamp docks that hold passengers in an upright standing position. A pair of guards can be housed at each end of the passenger line in recessed alcoves. The transparent floor and ceiling allows for panoramic views of the ground below, as well as a view up to the cockpit.

These imposing vehicles are able to track down programs and vehicles with ease, shining bright spotlights down on their target. Larger Recognizers have begun to populate cities as well, and there are even rumors that a Super Recognizer secretly exists.

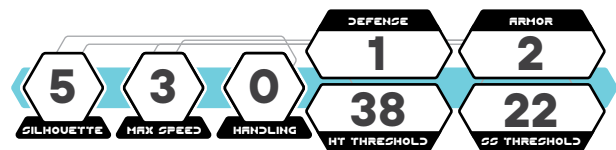
RECOGNIZER (SMALL)



Control Skill: Piloting
Compliment: 1 Pilot, 2 Security
Passenger Capacity: 15
Rarity: (R) 5
Encumbrance Capacity: 0
Weapons: None

[Link to RPG Sessions: Recognizer \(Small\)](#)

RECOGNIZER (LARGE)



Control Skill: Piloting
Compliment: 1 Pilot, 2 Security
Passenger Capacity: 15
Rarity: (R) 5
Encumbrance Capacity: 0
Weapons: None

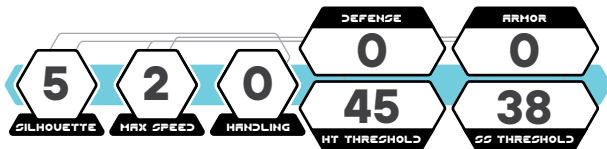
[Link to RPG Sessions: Recognizer \(Large\)](#)



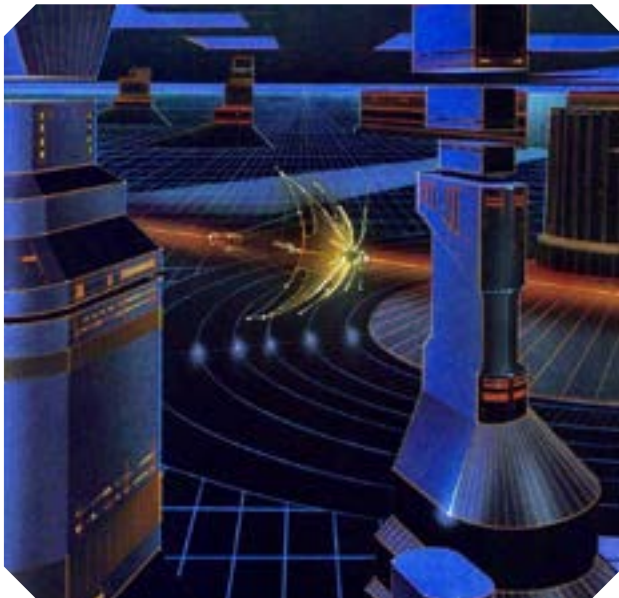
SOLAR SAILER

The Solar Sailer is a persistent, high-altitude, bulk transport vehicle. Some seem to not need a crew, and can set their courses automatically, or have already been preprogrammed. When idle, some sails are translucent; however, for faster speeds, the sails turn opaque and give the solar sailer a tremendous boost in speed. The sailer flies on "data transmission beams" that send information to other parts of a local computer. Serving as a "freight train," many programs use the Solar Sailer as a type of subway system, taking them from one city on the Grid, to another. There have also be reports of the sailers to be transporting private compartments, that deal with a secret initiative.

The upper decks are little more than a narrow catwalk spanning the length of the ship, and stairs below reach similar narrow passages in a cargo hold wrapped around the central data conduit.



Control Skill: Operating
Compliment: Unmanned
Passenger Capacity: 80 per cargo container
Rarity: (R) 5
Encumbrance Capacity: 1000
Weapons: None



Water Vehicles

SPEEDBOAT

Speed Boats are fast vehicles that can float on liquid surfaces. They come in various colors, shapes and sizes, and the pilot can activate a protective light-canopy over the cockpit, or leave it open.



Control Skill: Driving
Compliment: 1 Driver
Passenger Capacity: 1
Rarity: 5
Encumbrance Capacity: 20
Weapons: None



VEHICLE ATTACHMENTS

Similar to the rules for adding custom attachments to your gear, players can add similar upgrades to their vehicles. A character that wishes to add an attachment needs to first verify that the Rarity is not higher than their ability to acquire it. Then with an hours worth of work and a successful **Average (◆◆) Mechanics** check, the attachment is installed. A vehicle can usually only have 1 attachment.

To make a modification of an existing attachment, select one uninstalled mod and make a **Hard (◆◆◆) Mechanics** check. If successful, the mod is added to the base modifier. If the check fails, the modification is not added, and the character may not attempt to add the mod again. If the attachment has more modification options, you may attempt to add more mods with another Mechanics check, with the previous difficulty upgrade once.

The following attachments can be added to vehicles the characters own.

AUGMENTED TARGETING CODE (ATC)

The vehicle has software that aids the pilot or gunner's skills when making an attack roll with the improved weapon system.

Use with: May be added to any vehicle with at least one ranged weapon.

Base modifier: add the Accurate 1 quality to the weapon.

Modification options: Additional Accuracy mod.1 (may be added twice for a total of Accuracy 3) / "One More Shot"; Add Linked 1.

Encumbrance: 1

Rarity: 4

ARMORED ALGORITHM CODING (AAC)

Taken from analyzing the code that ISO's possess and modified for vehicles, the denser code adds more protection against attacks.

Use with: May be added to any vehicle.

Base modifier: add 1 point to the vehicle's Armor rating, but lower it's handling by 1.

Modification options: none.

Encumbrance: 1

Rarity: 8

FOLDED CARGO STORAGE (FCS)

With this code, the vehicle can carry more cargo without the cargo in question taking up any actual space. Similar to how a dick or baton can store items or a vehicle.

Use with: May be added to any vehicle.

Base modifier: Increase the Encumbrance Capacity of the vehicle by 25% (round up). It takes a HARD perception check to spot the FCS compartment's access point for anyone who suspects it's existence. Also, if the vehicle is ever derezzed, anything inside the FCS is also lost.

Modification options: none.

Encumbrance: 1

Rarity: 8

REDUNDANT ALGORITHM CODING (RAC)

Also taken from the analysis of ISO codes, this helps reduce the severity of truly vicious attacks on the vehicle.

Use with: May be added to any vehicle.

Base modifier: Reduce the Vehicle Critical Damage result by 20, but reduce vehicle's Strain Threshold by 1 as this affects how much stress it can now suffer.

Modification options: none.

Encumbrance: 1

Rarity: 8

TURBO CODED ENGINE (TCE)

Use with: May be added to any vehicle.

Base modifier: Increase the top Speed of the vehicle by 1, but reduce vehicle's Strain Threshold by 1 due to the stress it causes.

Modification options: none.

Encumbrance: 1

Rarity: 2

CHAPTER 6

GRID GAMES

“SURVIVE.”

G E M

In one way or another, games have been an integral part of the Grid. Programs are naturally competitive by nature, and enjoy any opportunity to challenge their friends in non-lethal contests. Friendly games of Disc Wars or the Ring Game help programs relax and have fun after a hard day's work.

But both the Encom System and the Tron System Eras experienced a disruption to the friendly diversion, as merciless dictators transformed the games into ruthless gladiatorial spectacles. As more programs were unwilling to comply with the new leadership, they were captured and sent to the games for deadly sport. Programs began to witness other programs being derezzed right in the games, which sent a clear message to the citizens of the Grid — obey, or be sent to the games, with little chance of survival.

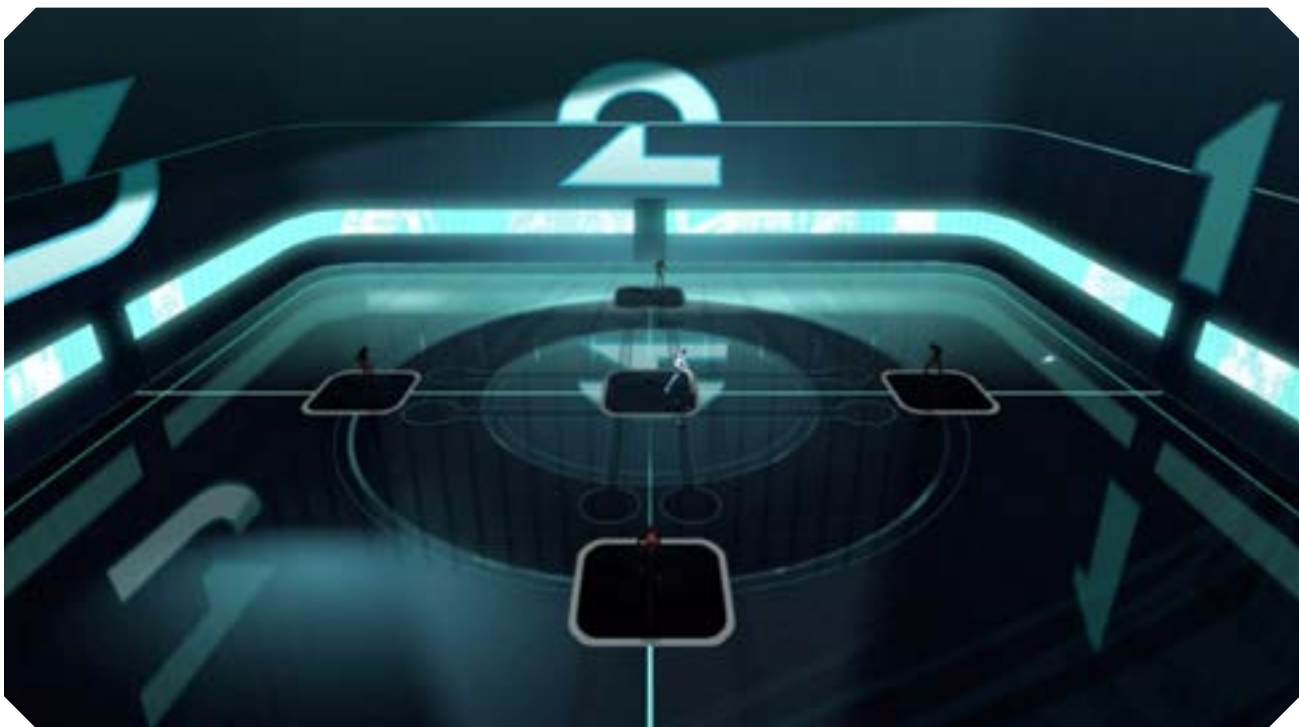
Sooner or later, characters that find themselves in the Grid will most likely play in at least one of four different games — **Disc Wars**, the **Ring Game** (also known as Hyperball), **Light Cycles**, and **Jousting**. Normally, if programs don't have the appropriate equipment to play the game, the necessary items will be provided to them.

Each of these games have two different modes that can be played — **non-lethal** or **lethal**. A non-lethal game, usually played in public gaming parks, will not cause lasting injuries or harm, but will give one program bragging rights until the next time they play. Lethal game mode will cause pain, injuries, and the potential for permanent deresolution for the loser, and are usually organized in large arenas with thousands of spectators. Additional rules are also included, which could be run with either mode.

Player characters that participate in games on the Grid can use the following suggested rules, or just use structured gameplay as described on page 95 of the **Genesys Core Rulebook**. This book provides additional actions, maneuvers, talents, and tables that will be unique to the Grid games, and can offer additional cool opportunities to the GM and players. Whatever the case, these games should also be run in the spirit of the narrative dice system, describing exciting results, and not be bogged down by too many tactical decisions.'

DEREZZING IN THE GAMES

Players that lose a game may or may not mean they are completely derezzed, and turned into digital bytes. Before starting, GMs and players need to have a mutual understanding of how permanent death may or may not be for their adventure. Minions and some rivals could definitely be derezzed, but nemesis and player characters can still lose without instant, permanent death applied to their characters, if all players are in agreement with the rules at the table.



DISC WARS

Equipment: Identity Disc

Players: 2-5

Play Area: Various

Scoring: First player/team to 3 points wins

Organized Disc Wars are one of many gladiatorial events played out in either the Game Arena or Disc Arena, usually involving two, four, or five players. They fight using their Identity Discs as their primary weapon by throwing it at opponents to hit them, as well as using it to block attacks. Multiple Disc Wars matches may be played out at the same time, with the winners pitted against one another until the winners face each other in the Final Round.

Playing area

Playing areas can vary from system to system. Some Disc War battles are played in an open playing area, with programs confined to separate quadrants. Some of these play areas are in a "+" shaped field. In a five-player game, one player is in the center, and opposes the other four outer players.

Other battles are played in enclosed compartments that can mold into various configurations. Additional environmental factors also add difficulty to the match, such as gravity reversal, ramps, trampolines, and holes in the floor plating. Players are free to run around the enclosed area, using walls to angle shots, and ricochet their disc off for unique attacks.

Some disc battles are played in great arenas on large circular platforms that float above the floor. The platforms move and shift around the arena as players jump from one to another. Some can even rotate vertically, creating unique gravitational areas in the game.

Rules

The game is run in a normal structured gameplay with all involved rolling initiative. Players will most likely be using **Range** attacks to throw their discs, but may find occasion to use **Brawl** as players become engaged with each other.

In a **non-lethal** game, a point is scored when a player hits their opponent with their disc and triggers a critical.

This critical does not need to be rolled, and does not inflict a result beyond the point scored. First person or team to score 3 points wins the game.

In a **lethal** game, wounds, strain, and critical injuries are represented normally, and players that exceed wound or strain thresholds loose, and are out of the game.

For ideas how to spend ⚙️ ⚔️ ⚡️ ⚙️ in a game of Disc Wars, see Table A on page 65, or **Genesys Core Rulebook**, page 104.

SHRINKING AREA

The playing area can become smaller over time due to destruction of floor space or contracting walls.

To represent destruction of floor space, a program may spend their action making an **Average (♦♦) Range** check. If successful, their opponents must upgrade the difficulty of all of their checks once for the remainder of the game. A program may make this check again on a subsequent turn, but at a **Hard (♦♦♦) Range** difficulty to upgrade their opponent's checks again. The difficulty of a program's checks can never be upgraded more than twice this way.

To represent contracting walls, every player will add ■ per round to their check after round 1, to a maximum of ■■■■■.

ADDITIONAL OBSTACLES

Once per round, GMs can add additional complications or obstacles for the combatants to deal with. They could be shifts in gravity, additional players entering the field, warp fields that alter thrown discs, players become tethered together, or disc that become locked in the player's hands. These can be done with a story point flip if they only affect the PCs, or a simple announcement at the start of the round if it affects everyone.



DISC WARS: REFERENCE & HELP SHEET

Scoring:

Non-lethal game: First person/team to score 3 points wins the game. A point is scored when a player hits their opponent with their disc and triggers a critical. (Does not need to be rolled, and does not inflict a result beyond the point scored.)

Team	Point Tracker		
1			
2			

Lethal game: Wounds, strain, and critical injuries are tracked normally, and players that exceed wound or strain thresholds loose.

Rules

1. Roll initiative
2. Play like a combat encounter

PLAY AREA OPTIONS:

- "Plus" shape playing area
- Enclosed compartments
- Large circular floating platforms

OTHER CONDITIONS:

- Gravity
- Ramps
- Trampolines
- Holes in the floor
- Playing area rotation
- Shrinking play area
- Warp fields that alter thrown discs
- Tethered players
- Discs locked to hands
- Other

ROLL D6

- 1-2
- 3-4
- 5-6

ROLL D10

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Table A; Spending Ⓜ A Ⓜ Ⓜ in Disc Wars

Dice Symbols	Effect
A or Ⓜ	Player is quick on their feet, and can remove a ■ due to Shrinking Area rules on their next check.
A A or Ⓜ	A nearby panel shatters, throwing debris near your opponent, adding a ■ to their next check Your opponent bobbles their disc, giving the character a ■ on their next combat check.
A A A or Ⓜ	The arena begins cheering for the player, giving a surge of confidence to them. Add ■ ■ to their next check. You curve your disc throw, catching your opponent off guard, and the target falls prone.
Ⓜ	Your opponent is temporarily unarmed, or still waiting for their disc to return. Upgrade your character's next combat check once.
Ⓜ Ⓜ	Your last throw returns to your hand quickly, giving you another immediate combat check using the same dice pool as the previous combat check.
Ⓜ or Ⓜ	The character has a close call with a rebounding disc, and suffers 1 strain.
Ⓜ Ⓜ or Ⓜ	The character becomes distracted, and adds a ■ to their next check
Ⓜ Ⓜ Ⓜ or Ⓜ	An Identity disc becomes lodged in a wall, requiring an Average (◆◆) Athletics check to remove it as an action.
Ⓜ	Gravity shifts, and you don't react quick enough. Make a Hard (◆◆◆) Coordination check. Failure deals 10 damage and 10 strain.



RING GAME (HYPERBALL)

Equipment: Ball and Cesta

Players: 2, or 2 teams of 2

Play Area: Various

Scoring: First player/team to 3 points wins

The Ring Game, also known as Hyperball, is normally a 2 player game, but some locations permit 2 teams of 2 to play. The players throw a glowing ball at a ceiling or wall, and attempt to bounce it off to hit the other player's side. Each player uses a cesta attached to one of their forearms, which allows them to catch and throw the ball off a ceiling or wall at incredible speeds. See page @@ for Ball and Cesta stats.

Playing Area

The game can be played on a court with two platforms that consist of seven concentric energy rings. A control booth monitors the game, and has a terminal to control the rings on the platforms. Other public parks offer a circular playing field enclosed in an energy dome.

Rules

The game is run in a slightly altered version of structured gameplay, with each player in a two player game rolling initiative. (If there are 2 teams of two, each player rolls initiative, but the order must alternate between the teams.) Each player hurls the ball, making a **Ranged** attack skill check opposed by the other player's **Coordination** skill. This represents the throw as well as the

other player trying to catch it. If the check is successful, the player that just threw the ball gets to go again.

In a **non-lethal** game, points are scored as the ball strikes a ring on the target's platform, causing that ring to become out of bounds. A successful throw counts as 1 point, and the first player to 3 points wins the match.

In a **lethal** game, a successful throw derezzes one of the rings on the target's platform, causing the target to possibly lose balance, fall off the platform, and loose the game. After seven successful hits to a platform, there's nothing left for the player to stand on and they fall. Last one standing on their platform wins the game.

For ideas how to spend 🎯 ⚔️ 🎯 in a Ring Game, see Table B on page 67, or **Genesys Core Rulebook**, page 104.

SHRINKING PLATFORM

As a player's platform is hit, they add a ■ to their checks. With each successful hit, another ■ is added, to a maximum of ■■■■. This represents difficulty maneuvering around the platform without all the rings to step on. If a player, at any time, rolls a ⚔️, they must immediately make a **Hard** (◆◆◆) **Coordination** check to see if they stay on the platform, or do they hit a disabled or derezzed ring. In a Non-Lethal game, if they fail the **Coordination** check, they touch an out-of-bounds ring, and lose the game. In a Lethal game, the player falls off the platform.

RING GAME: REFERENCE & HELP SHEET

Scoring:

Non-lethal game: First person/team to score 3 points wins the game. A point is scored as the ball strikes a ring on the target's platform, causing that ring to become out of bounds.

Team	Point Tracker		
1			
2			

Lethal game: A successful throw derezzes one of the rings on the target's platform. After seven successful hits to a platform, there's nothing left for the player to stand on and they fall. Last one standing on their platform wins the game.

Rules

1. Roll initiative. Order must alternate between teams.
2. Each player in turn makes a **Ranged skill check** opposed by the other player's **Coordination skill**.
3. If the check fails, the target "catches the ball" and is now their turn to throw.
4. If the check is successful, the target platform is hit, and the targeted player adds a ■ to all their checks. With each successful hit, another ■ is added, to a maximum of ■■■■.
5. On a hit, the player that threw the ball gets to take another turn and goes again.

PLAY AREA OPTIONS:

- Two platforms with 7 rings
- Circular enclosed energy domes

ROLL D6

- 1-3
- 4-6

Table B; Spending Ⓢ A Ⓢ Ⓢ in Ring Game

Dice Symbols	Effect
A or Ⓢ	An opponent over-exerts themselves and suffers 1 Strain.
A A or Ⓢ	An opponent returns the ball in an awkward motion, giving them a ■ on their next check.
A A A or Ⓢ	Force the opponent to drop their cesta. They must spend a maneuver to recover it. An opponent returns the ball in a very awkward motion, giving them ■■ on their next check. You nimbly catch & return the ball despite the ■ imposed by missing platforms (ignore the results of up to ■■ on your next check).
Ⓢ	Upgrade the difficulty of the opponent's next check (once per Ⓢ spent). You nimbly catch & return the ball despite the S imposed by missing platforms (ignore the results of up to ■■■■ on your next check).
Ⓢ or Ⓢ	You over-exert yourself and suffer 1 Strain.
Ⓢ Ⓢ or Ⓢ	A fluid return technique from the opponent gives them a ■ on their next check.
Ⓢ Ⓢ Ⓢ or Ⓢ	You are forced to drop your cesta. You must spend a maneuver to recover it. A fluid & tricky return technique from the opponent gives them ■■ on their next check.
Ⓢ	The opponent downgrades the difficulty of their next check (once per Ⓢ spent). The shrinking platform causes a player to lose their footing! Make a Hard (◆◆◆) Coordination check to see if they stay on the platform or do they hit a disabled or derezzed ring. In a Non-Lethal game, if they fail the Coordination check, they touch an out-of-bounds ring, and lose the game. In a Lethal game, the player falls off the platform.

LIGHT CYLCES

Equipment: Vehicle Baton with Light Cycle
Players: 2 drivers, or 2-4 teams of 2-5 drivers
Play Area: large arena
Scoring: Last driver still on a light cycle wins

Light Cycles is a game played with at least 2 riders, and can also be played with multiple teams, up to 5 on each team. Players drive a light cycle, and take turns targeting each other, leaving an impenetrable barrier in their wake called a Light Ribbon to impede their targets. Later versions of the Light Cycle game included upgrades with boosters, ramps, half-pipes and spirals.

Playing Area

Light Cycle battles require large open arenas for the players to maneuver, such as the Light Cycle Grid in Tron City, or on the Game Grid in the Encom System. The arena floor is a transparent, multi-layered set of surfaces where riders can move freely on the upper surface, or dive below into a more confined level beneath. The Light Cycle Grid in Tron City has 3 levels connected by a series of ramps that riders commonly use as jumps to surprise riders on other levels. The

transparency of all levels ensures that all riders above and below are visible to each other at all times.

Rules

The object of the game is to be the last person on their light cycle, and trying to get the other opponents to drive into a Light Ribbon or wall, effectively derezing the cycle. Drivers will be jockeying for position narratively, and it won't be necessary to assign specific locations of a light cycle, tracking where Light Ribbons are positioned, or determining how far away an adversary is.

If a driver crashes into a Light Ribbon in a **non-lethal** game, they are thrown from their light cycle. Wounds, personal crits, or vehicle crits are not tracked, and the last driver still on their light cycle wins.


In a **lethal** game, players have a higher chance of being derezded along with their light cycle. The thrown driver suffers falling damage as if from Short range, and their light cycle can either be immediately derezded, or suffer a major collision. Wounds from taking damage, or critical injuries to players and vehicles, are counted as in regular combat.



A Light Cycle game is run in structured gameplay following similar Vehicle Combat rules on page 225 of the **Genesys Core Rulebook**, but with some alterations that will be described below. **The following happens before the first round of structured time:**

1. Each character participating rolls for initiative.
2. All drivers suffer 2 strain to rez their light cycles, and start with a rezzed vehicle. (If playing in a game arena, any driver without a baton will be given one.)
3. All drivers start at speed 2 on their light cycles and activate their light ribbons.
4. All drivers pick one of 3 levels for their starting location: Upper, Middle, or Lower. (Skip this step if drivers are on a single level playing area.) Follow reverse initiative order for who picks first.
5. Round 1 begins.

The Driving skill will be a key skill to use during this game, as they target opponents and force them into a Light Ribbon using a variety of combat checks. But there are other skills that drivers can also use to get their opponents to crash. Maneuvers and Actions that work well with Tron vehicle combat are listed below.

For ideas how to spend  in a Light Cycle Game, see Table C on page 72, or **Genesys Core Rulebook**, page 104.

SHRINKING AREA

To account for the Light Ribbons that continue to be added to the playing area round after round, a GM could make every player add ■ after the first round to any check, to a maximum of ■■.



Maneuvers (Main)

ACCELERATE

Same as in the **Genesys Core Rulebook**.

DECELERATE

Same as in the **Genesys Core Rulebook**.

REPOSITION (ALTERED)

Pilot Only: Yes

Silhouette: 0-4

Speed: 1+

The driver may move the vehicle up 1 level or down 1 level. This maneuver reflects drivers repositioning their light cycles to another level, using ramps, half-pipes, and spirals.

TARGET (NEW)

Pilot Only: Yes

Silhouette: 0-4

Speed: 2+

This maneuver represents a driver choosing 1 adversary to target with a combat check, and the travel time it takes to get to the adversary.

Drivers cannot perform a combat check action against an adversary unless they use the Target maneuver prior to the check and specify who the target will be.

The targeted adversary continues to be targeted from round to round, until the targeted adversary is removed from combat, or when the driver changes targets by using the Target maneuver to select another adversary.

Other Maneuvers

EVADE (ALTERED)

Pilot Only: Yes

Silhouette: 0-4

Speed: 3+

Once per round, the driver may perform this maneuver to dodge incoming Light Ribbons. Until the beginning of the driver's next turn, upgrade the difficulty of all combat check actions made against the vehicle.

RIBBON RESET (NEW)

Pilot Only: Yes

Silhouette: 0-4

Speed: 1+

Turns off your light ribbon, which makes all light ribbons you've placed instantly dissolve away. Remove ■ from your next check. You will need to turn your light ribbon on as an incidental to make a combat check again.

Actions (main)

COMBAT CHECK: CROSS PATH (NEW)

Pilot Only: Yes

Silhouette: Any with a Light Ribbon weapon

Speed: 3+

Level: Must be on same level as target

A driver uses their natural driving abilities to out-drive their target. Make a **Driving** check opposed by the target's **Driving** skill, downgrading difficulty for each point of speed higher than the opponent, or upgrading difficulty for each point of speed lower than the opponent. Target may perform a Dangerous Driving incidental if check is successful.

COMBAT CHECK: DISTRACTION (NEW)

Pilot Only: Yes

Silhouette: Any with a Light Ribbon weapon

Speed: Same as Target

Level: Must be on same level as target

Have a target become distracted from seeing an impending light ribbon or ally about to cross their path. Make a **Deception** check opposed by the target's **Vigilance**. Shrinking Area Setback dice due to Light Ribbons are changed into Boost dice. Target may perform a Dangerous Driving incidental if check is successful.

COMBAT CHECK: SURPRISE SIDESWIPE (NEW)

Pilot Only: Yes

Silhouette: Any with a Light Ribbon weapon

Speed: 4+

Level: Must be 1 level higher or lower than the target
A target is surprised as a driver comes out of nowhere to cut them off. Attempt the Surprise Sideswipe action by making a **Stealth** check opposed by the target's **Perception**. This action already includes a Reposition maneuver. Target may perform a Dangerous Driving incidental if check is successful.

COMBAT CHECK: WORK TOGETHER (NEW)

(Available only in Team games, and with 2 drivers.)

Pilot Only: Yes

Silhouette: Any with a Light Ribbon weapon

Speed: 3+

Level: Any level

2 allies can team up to take out an opponent. To attempt the Work Together action, both allies, on their respective turns, must have a Target maneuver on the same opponent, and make a **Hard** (◆◆◆) **Driving** check. If both checks are successful, the target cannot make a Defensive Driving action, and is immediately taken out of the competition.

Other Actions

DAMAGE CONTROL

Same as in the **Genesys Core Rulebook**, within reason during a fast pace light cycle game.

GAIN THE ADVANTAGE

Same as in the **Genesys Core Rulebook** to aide in combat checks.

PLOT COURSE

Same as in the **Genesys Core Rulebook** to help remove setback from the dangerous environment.

Incidental

DANGEROUS DRIVING (ALTERED)

Pilot Only: Yes

Silhouette: Any

Speed: 1+

Should be attempted as a reactive incidental after a successful combat check, except for the Work Together action. The driver attempts to avoid Light Ribbons and other obstacles in front of them. Minions cannot perform the Dangerous Driving incidental.

When performing the Dangerous Driving action, the character makes a **Driving** check with a difficulty equal to the silhouette of the vehicle, plus an upgrade for every point of current speed. If the check is successful, they avoid crashing and stay on their bike. If the check fails, they hit the obstruction and are thrown from their light cycle.

LIGHT CYCLES: REFERENCE & HELP

Scoring:

Non-lethal game: Last driver on their light cycle wins. If a driver crashes into a Light Ribbon, they are thrown from their light cycle. Wounds, personal crits, or vehicle crits are not tracked,

Lethal game: Last driver on their light cycle wins. If a driver crashes into a Light Ribbon, they may suffer Short range falling damage. Light cycle can either be immediately dazed, or suffer a major collision. Wounds, strain, or critical injuries to players and vehicles, are tracked as in regular combat.

Rules

1. Roll initiative.
2. All drivers suffer 2 strain to rez their light cycles, and start with a rezzed vehicle. All drivers start at speed 2 on their light cycles and activate their light ribbons.
3. All drivers pick one of 3 levels for their starting location: Upper, Middle, or Lower. (Skip this step if drivers are on a single level playing area.) Follow reverse initiative order for who picks first.
4. Round 1 begins. Drivers make lightcycle actions and maneuvers to try to get their opponent off their light cycle. Targets may perform a Dangerous Driving incidental check following a successful Combat check.
5. Range/distance is not tracked, but which level drivers are on is tracked.
6. Players add ■ per round to any check after the first round, to a maximum of ■■ for the increased light ribbons on the shrinking playing area.

PLAY AREA OPTIONS:

- Large arena with 1 level
- Large arena with 3 levels

ROLL D6

- 1-3
- 4-6

Maneuvers

- **Accelerate** - 1 System Strain per point of speed increased, minus 1.
- **Decelerate** - 1 System Strain per point of speed decrease, minus 1.
- **Reposition** - (*Speed: 1+*) Move the vehicle up or down 1 level.
- **Target** - (*Speed: 2+*) Driver locks onto an opponent for an attack.
- Others on page 72-73.

Actions

- **Combat Check: Cross Path** - (*Speed: 3+, Level: Same level as target*) Driving check opposed by the target's Driving skill. Downgrading difficulty for each point of speed higher than the opponent, or upgrade difficulty for each point of speed lower than the opponent.
- **Combat Check: Distraction** - (*Speed: Same as Target, Level: Same level as target*) Deception check opposed by the target's Vigilance skill. Shrinking Area Setback become Boosts.
- **Combat Check: Surprise Sideswipe** - (*Speed: 4+, Level: 1 level higher or lower than the target*) Stealth check opposed by the target's Perception skill. Reposition maneuver included in this action.
- **Combat Check: Work Together** - (*Speed: 3+, Level: Any level*) Two allies Target the same opponent, and make a Hard (◆◆◆) Driving check. If both checks are successful, the target cannot make a Defensive Driving action, and is immediately taken out of the competition.
- Others on page 73.

Incidental/Reaction

- **Dangerous Driving** - (*Speed: 1+*) Make a Driving check with a difficulty equal to the silhouette of the vehicle, plus an upgrade for every point of current speed.

LIGHT CYCLES: REFERENCE & HELP

LIGHT VEHICLE



	R1	R2	R3
Target			
Level			

LIGHT VEHICLE




















	R1	R2	R3
Target			
Level			

LIGHT VEHICLE



	R1	R2	R3
Target			
Level			

Table C; Spending  in Light Cycles

Dice Symbols	Effect
A or 	Driver finds some open space, and can remove a  due to Shrinking Area rules on their next check. Driver clears a path for an ally, granting the ally a  on their next check.
AA or 	The driver has a moment to perform an immediate free maneuver, as long as they haven't already performed 2 maneuvers that turn.
AAA or 	The driver is feeling connected to the course, and may downgrade the difficulty of the next check once. The driver skillfully slips through a maze of Light Ribbons, and any target lock on him is removed.
	The driver has left a series of light ribbons that aid him and any allies, providing an upgrade to their next combat or driving check. If a successful combat check, the opponent crashes into a light ribbon. Opponent cannot do a Dangerous Driving incidental.
 or 	A quick turn causes your light cycle to suffer 1 System Strain. A surprise ramp or dip catches the driver off guard, and they suffer 1 Strain.
 or 	The roar of the crowd distracts the driver, giving them a  on their next check.
 or 	The driver takes a bad turn, and heads into the maze. Driver must make a successful Hard (  ) Driving check for their next action in order to escape the maze. A narrow route ahead of the driver causes them to lose their Target maneuver on an opponent, and will have to require the target.
	The driver grazes a light ribbon and sustains a Vehicle Critical Hit. The light cycle malfunctions, causing it to decompile back into the driver's baton, and the baton becomes short range away from the driver.



JOUSTING

Equipment: Light Cycle, jousting lance

Players: 2 drivers

Play Area: Long double laned track with a rail down the middle

Scoring: Last driver still on a light cycle wins

Although not seen as much as other grid games, jousting became a popular gladiatorial contest soon after CLU's rise to power. Two participants line up on either side of a long fence, pointing towards one another on opposite sides of the fence. Each holds a long, jousting lance in one hand, while they drive their light cycle with the other, attempting to knock their opponent off their light cycle. The game is very quick, and winners can be named after a single event, or over a course of many rounds in a tournament.

Playing area

Usually played in large arenas with thousands of spectators, the main game field is a single, long strip with a digital fence that is placed between each rider's track. Sometimes, multiple riders line up at the same time near the ends of the tracks, waiting for their turn.

Rules

Since each jousting run takes only a matter of seconds, there won't be a need to roll for initiative. Instead, the game will be played in 3 phases.

PHASE 1

To represent each participant getting their light cycle up to speed and holding steady, each driver must roll a **Simple (-) Driving** check, with a ■ since you are holding a lance in the other hand. The driver with the most ⚡, with ▲ and 🎯 used for breaking ties, will have the upper hand, and is awarded the following.

- Chooses their skill **last** during Phase 2.
- Add ⚡ on their check in Phase 3.
- Rolls the opposed check during Phase 3.

If there is a tie, you may roll again using the same dice pool as the previous roll. If there are no successes, players may use higher quantities of ▲ and 🎯 to determine who has the upper hand.

PHASE 2

This next phase represents how each driver will attack the other participant. Each driver, starting with the player that lost in Phase 1, will choose between one of three different skills. Once a player has picked their skill, they cannot change it.

- **Athletics** - A driver uses their might with a straight forward, strong attack.
- **Vigilance** - A driver watches their opponent closely, and prepares for the best defense.
- **Deception** - A driver can make a feint or try to trick their opponent with their grip, style, technique, etc

It is possible for each player to select the same skill, but each skill has dominance over another skill for this competition. **If a driver picks a skill that has dominance over another skill, that driver gets to upgrade their dice on their check in Phase 3.** This gives the driver choosing last an upper hand, as they get to first see what skill their opponent picks. It is possible that the driver choosing last could pick a skill that the first driver has dominance over, giving the first driver the benefits listed above.

Here are the skills that have dominance over another skill in jousting...

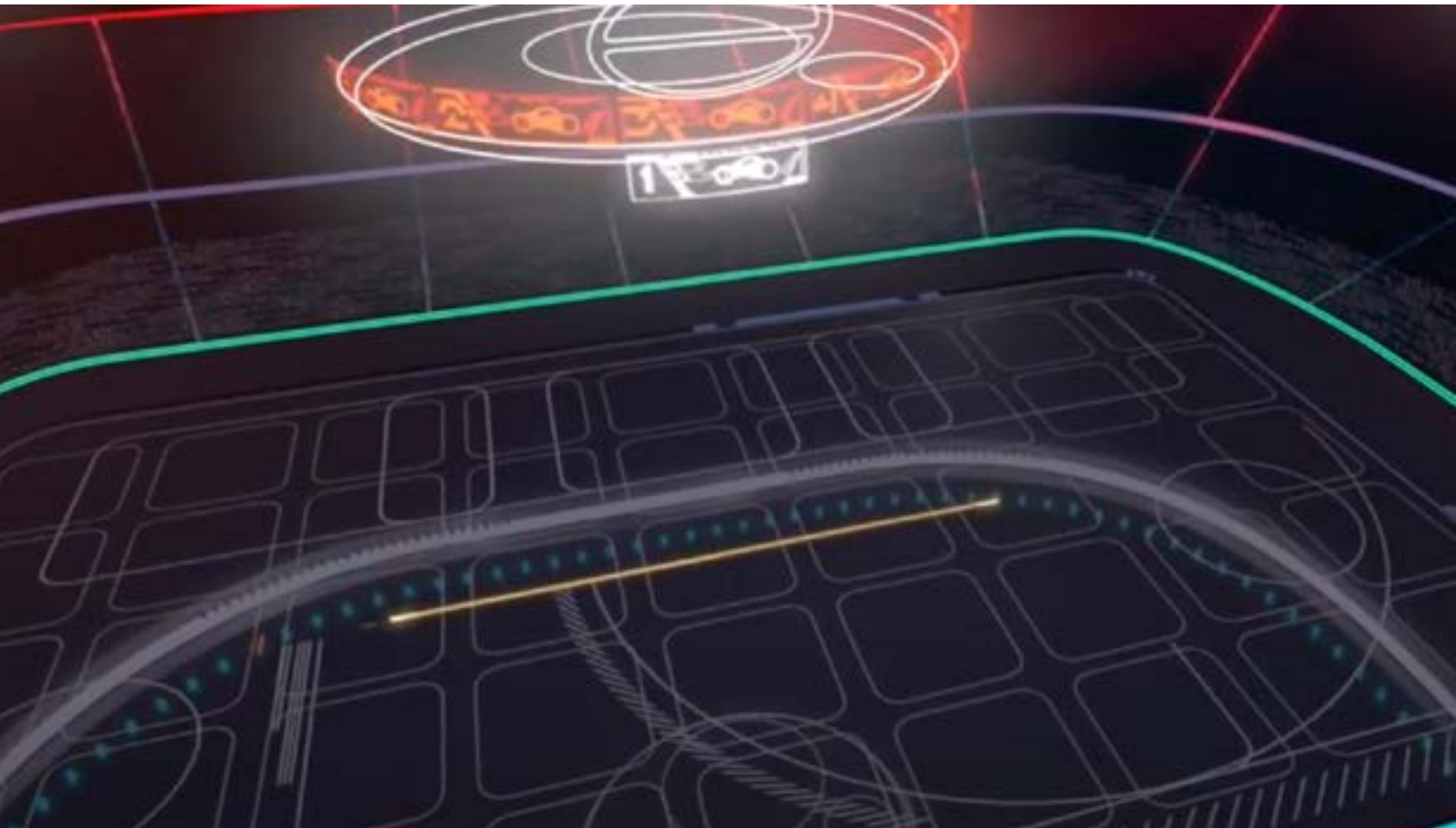
- **Athletics** has dominance over **Vigilance**
- **Vigilance** has dominance over **Deception**
- **Deception** has dominance over **Athletics**

PHASE 3

After each player has selected their skill, the driver that gained the upper hand during Phase 1 rolls an opposed check with their selected skill versus the opponent's selected skill as the difficulty. The player rolling also gets to add a ✨ to their roll. A successful roll means the rolling player hits the other driver. If the check fails, the rolling player receives the hit instead.

In a **non-lethal** game, a point is scored on a hit. Best of 3, 5, or 7 can be played, or single-elimination tournaments can be crafted. Players do not suffer damage from the impact, and will be able to walk away from the game.

In a **lethal** game, players can suffer damage and crits as normal, using the stats for a lance on page 48 of this book. Last one alive will be crowned the victor, while those that lose will most likely be dazed.



JOUSTING: REFERENCE SHEET

Scoring:

Non-lethal game: A point is scored on a hit. Single-elimination tournaments can be played, or best out of 3, 5, etc. Players do not suffer damage from the impact.

Lethal game: Last one alive will be crowned the victor, while those that lose will most likely be dazed. Players can suffer damage and crits as normal.

Lance stats - Skill: Melee, Damage: +4, Crit: 2, Special: Knockdown, Pierce 3, Unwieldy 3.

Rules

PHASE 1 (ACCELERATE)

1. Roll a Simple (-) Driving check, with a ■
2. The player with the most ✨ wins Phase 1, and gets to roll the opposed check during Phase 3.
3. Ties or no successes are rolled again.

PHASE 2 (STRATEGIZE THE ATTACK)

1. Starting with the player that lost in Phase 1, each player must choose one from the three following skills, and are not allowed to change it once selected.
 - **Athletics** (has dominance over Vigilance)
 - **Vigilance** (has dominance over Deception)
 - **Deception** (has dominance over Athletics)

PHASE 3 (THE RESULT)

1. Player that won Phase 1 rolls an opposed check with skill they selected, and the skill selected by their opponent as the difficulty.
2. Player with a skill that has dominance over the other gets to upgrade their dice once.
3. Player rolling adds an automatic ✨ to their roll.
4. A successful roll means the rolling player hits the other driver. If the check fails, the rolling player receives the hit instead.

PLAY AREA OPTIONS:

- Large arena with fence/strip in the middle

Table D; Spending ⚙️ A ⚙️ in Jousting: PHASE 1

Dice Symbols	Effect
A or ⚙️	A small boost of confidence; recover 1 Strain.
A A or ⚙️	The driver accelerates smoothly, adding a ■ on the final opposed check if they are rolling, or a ■ if their opponent is rolling.
A A A or ⚙️	The driver gets the lance in the pocket quickly, and adds an extra ✨ to their Phase 1 check.
⚙️	The driver get's additional insight into their opponent, upgrading their dice that will be used in Phase 3 once.
⚙️	Driver is feeling the stress of the game, and suffers 1 strain.
⚙️ ⚙️	The driver fishtails slightly as they accelerate, adding a ■ on the final opposed check if they are rolling, or a ■ if their opponent is rolling.

Table E; Spending ⚙️ A ⚙️ in Jousting: PHASE 3

Dice Symbols	Effect
A or ⚙️	Another small boost of confidence; recover 1 Strain.
A A or ⚙️	If you won this bout, you did it with skill & confidence, add ■ to at phase 1 of your next Jousting bout (if applicable). If you lost, you still managed to deflect the opponent's lance, reduce damage by two in a Lethal game.
A A A or ⚙️	If you won this bout, you did it with skill & confidence, add ■■ to at phase 1 of your next Jousting bout (if applicable). If you lost, you still managed to deflect the opponent's lance, reduce damage by four in a Lethal game.
⚙️	Add an extra ✨ ✨ to the check.
⚙️ or ⚙️	More stress of the game is felt, and suffers 1 strain.
⚙️ ⚙️ or ⚙️	Even if you won the bout, your confidence is shaken, add ■ to at phase 1 of your next Jousting bout (if applicable). If you lost, you misjudged the opponent's lance, increase damage by two in a Lethal game.
⚙️ ⚙️ ⚙️ or ⚙️	Even if you won the bout, your confidence is shaken, add ■■ to at phase 1 of your next Jousting bout (if applicable). If you lost, you misjudged the opponent's lance, increase damage by four in a Lethal game.
⚙️	Adds an extra ✖ ✖ to the check.

CHAPTER 7

LOCATIONS

"...IN THERE IS OUR DESTINY!"

KEVIN FLYNN

Whether you decide to play in the Encom System, the Tron System, or maybe a new system yet to be discovered, the Grid is a vast area with wonderful spectacles. Amazing vistas, towering cities, and unique landscapes can be found in all corners of the Grid. This chapter provides some details of those key areas in both the Encom System and the Tron System. Use these locations, or create your own geographic hallmarks, in your adventures to bring peace and order back to the Grid.

Encom System

As the Master Control Program (MCP) became self-aware, and was unsatisfied with the limitations of controlling just the ENCOM mainframe, it began hacking into outside systems and assuming the functions of the programs it found there. These programs found themselves in a world ruled by a program called Sark, and were thrust into games to fight for their very existence if they did not comply with the wishes of the MCP.

The Encom system is divided up into sectors, each with canyons and cities. Some are closely managed by the MCP and its troops. Traveling between sectors is discouraged, and could result in programs being sent to the game pit cells to await their fate in the games.

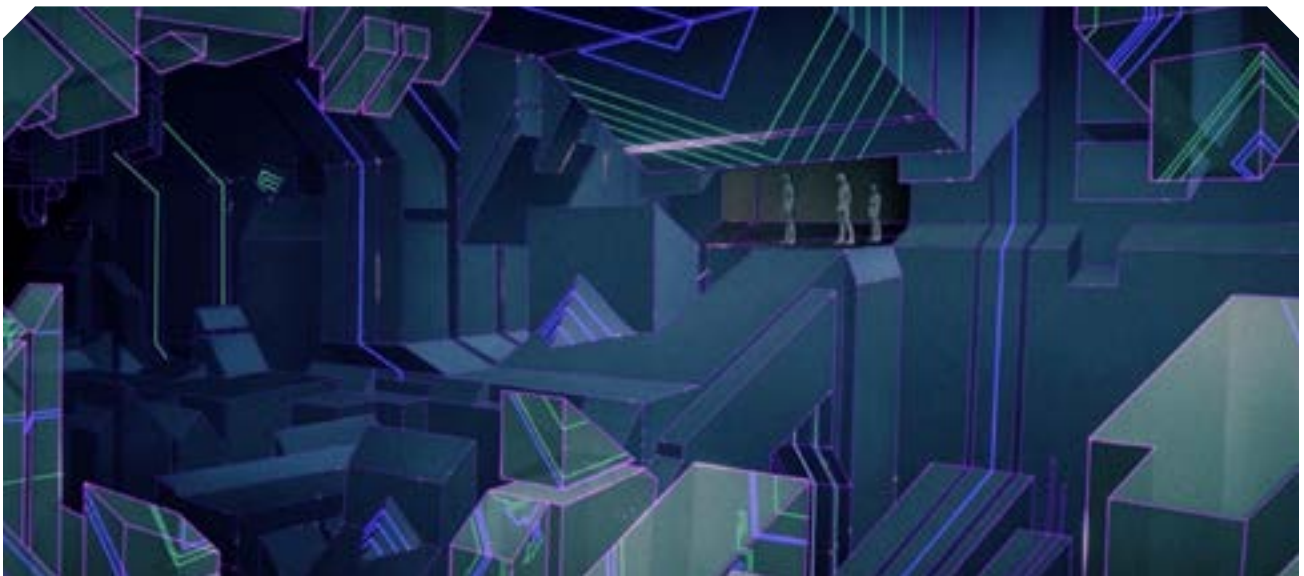
THE GAME GRID SECTOR

The Game Grid is a game simulation environment where programs fight in various gladiatorial games that are based on video games that Kevin Flynn personally designed while working at ENCOM. These games include the Light Cycle game, Disc Arena and the Ring Game. While conscripts wait to play in the games, pit cells held them in a confined space. These cells had forcefields for walls and ceilings.

One of the most predominant features of the Game Grid's location is a grid square plane that is several miles wide. Surrounding the Grid are giant walls with numeric and mathematical symbols displayed on them. The walls are ordinarily impenetrable, but some special programs have exploited a vulnerability in the code and have breached the wall.

SECTOR FRONTIER

Outside populated areas, like the Game Grid, are rugged landscapes, filled with a variety of geographic formations. Canyons, caves, natural energy streams, and rolling hills, can all be found. Transport beams criss cross major cities and I/O Towers, and can be seen throughout these wild frontiers.



I/O TOWER AND CITIES

An I/O Tower (or Input/Output Tower) is a location that programs use to communicate with their users. Programs regard these towers with reverence, and each tower has a Guardian to protect it. Most have a populated city around it, filled with a variety of programs.

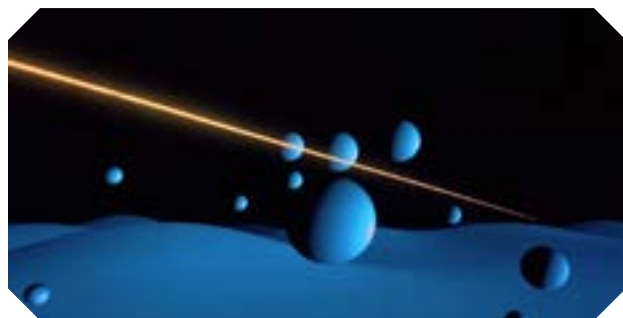
Due to the vital service they provide, I/O towers are located centrally in their sectors. They can be identified by the powerful energy beams linking them with the outside world, which shine red when the channel is closed and blue when information flows through them. Programs who wish to communicate with Users, or sense that their Users are calling them, go to their local I/O Towers to communicate.



I/O towers were so essential that the MCP was reluctant to interfere with them, leaving some towers open in case his forces needed to “deal with the Other World once in a while,” but eventually he appropriated a number of dissident Guardians and attempted to absorb their functions in hopes of making independently-operated Towers redundant.

SEA OF SIMULATION

The Sea of Simulation is a vast expanse filled with a variety of geometric surface features. In some locations, digital “bubbles” or spheres slowly floated upward,



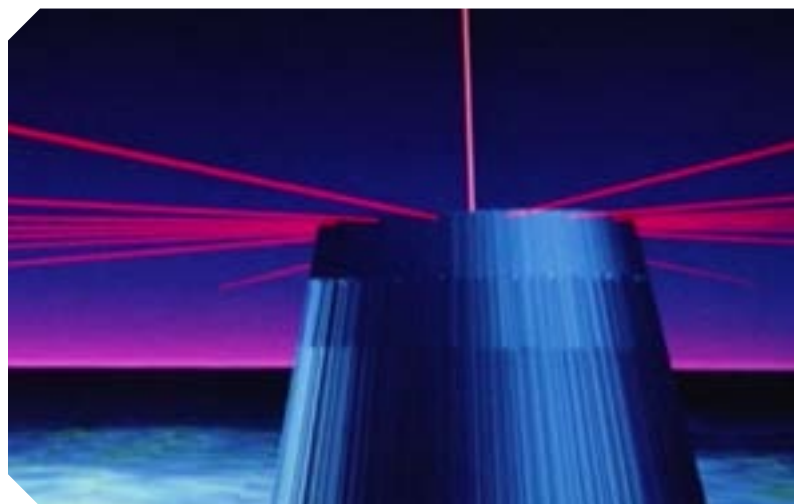
causing potentially hazardous encounters for vehicles flying over the area. The sea also frequently generated gridbugs, insect-like creatures which could cause glitches in the system. The most common method of transport over the sea was by Solar Sailer, with frequent beams crossing the sky; recognizers could also use the beams for navigation and support.

CENTRAL CORE AND THE MCP

The MCP was placed in a central location in the EN-COM mainframe. The core is a tall cylindrical tower, with a area on the top where the MCP resides, and protected by digital plating and shields at its base. All transport beams lead to this central core, and along these beams, the MCP has the ability to send out power surges. Within this core, the MCP can telekinetically throw programs and torture them with deresolution.

However, despite its immense power, the MCP had several weaknesses. It was not all-knowing within the system. To compensate, the MCP depends upon its Guards and Recognizers to maintain watch over the system. Its ability to attack or harm programs also seems to have been limited, merely erecting shields to protect its heart from attacking programs.

At this central core, the MCP has an energy beam that extended up into the sky, appearing as the never-ending top of the MCP’s head. It’s highly likely that this beam functioned as the MCP’s own private I/O Tower, the channel through which it performed all of its real world activities and communications.



Tron System

The Tron system is Kevin Flynn's personal, digital universe, an artificial environment created to form a "Newtonian playground" where all thought and experimentation can proceed at a vastly accelerated rate over what people can achieve in the real world. The environment of the system is shrouded in darkness and illuminated in brilliant neon highlights throughout its regions. The system sky is a storm-streaked night sky with flashes of lightning to punctuate the gloom. Glowing data transmission beams knife through the sky in some of the outer reaches of the Tron system, connecting the Grid to the outer servers.

THE GRID

The Grid consists of many cities inhabited by programs, and landscape with weather simulation that mimics the real world. The Grid's capital, Tron City, was a centralized community comprising the Grid's administration.

TRON CITY

Tron City is the main city in the Tron system. It is built on the Grid, Kevin Flynn's master creation, and is the pinnacle of his "digital frontier". It is constructed in a hexagonal shape, with a deep chasm surrounding its perimeter. Bridges connect it to the surrounding area and form highly defensible choke points against any surface-based aggression. The city, like the Grid around it, matches the darkened environment of the rest of the Tron system. The gloom is offset by brilliant white illumination, meandering throughout the city like circuits on a printed circuit board.

The first beginnings of Tron City were in 1983 after the establishment of the Grid. It was expanded to accommodate a multitude of diverse programs and beyond the purely functional streets and buildings it eventually gained some of the less essential trappings of a society, such as a vast entertainment arena and nightclubs. One building in particular provides a significant point of interest; Flynn's Arcade in the real world has its very own digital simulation in Tron City and this modest structure in the heart of the city provides the entry point into the system for users rezzing in from the real arcade.

Until 1989, Tron's security squad had a skyscraper that served as their headquarters until needed. ISO Towers were a main location of unrest, fueled by Basic riots against ISOs in their district.

Tron City was at one time a thriving metropolis of digital freedom where all types of programs functioned and intermingled. But ever since Clu took over the control of the Tron system, it has become a dark, oppressed place. Over the cycles, Tron City was almost completely depopulated as programs were repurposed or flung into deadly games.

POINTS OF INTEREST

End of Line Club

The End of Line Club was a nightclub in Tron City, emceed by Castor, a flamboyant and vivacious program. It is one of the many energy clubs found on the Grid. The club was located on top of the tallest tower overlooking the city, and was accessed by way of a windowed elevator car on the outside of the structure. Inside the



club was a main entertainment room whose central bar was illuminated with a steady white glow. A booth overlooking the area provided a live entertainment music suite in which the Masked DJs performed their music. Stairs led up from the entertainment room to Castor's personal lounge/bar area, with more privacy than the dance floor and wide windows to offer views of the surrounding city and sky.

The End of Line Club was a well-known social hotspot where programs could find anything they wanted, from drinks and a non-stop dance party to company and relaxation. While most patrons were programs looking for a social gathering, faction leaders would also congregate at the club, conspiring or seeking audience with Zuse.

ISO Towers

An ISO Tower is a structure within the Tron system once used for habitation by ISOs. Clu saw the ISO's as an imperfection so the towers were destroyed. This happened after Clu wrested control of the system and initiated his Purge.

Game Arena

The Game Arena, also known as the Gaming Sector, is contained in a vast stadium on the edge of Tron City. It plays host to a number of gladiatorial sports including a radically redesigned Disc Arena where combatants fight inside a series of transparent modules. Stadium seating provides live viewing positions for thousands of spectators.



The environment of the arena combat area can be constantly reshaped to accommodate a range of different game environments. Typically it is used to generate rotating Disc Arena modules suspended high above the ground where they are easily visible from all angles of the coliseum.

ARGON CITY

Argon City was a city located in a far off corner on the Grid. It had many elaborately designed buildings and one of the most sophisticated public transportation systems on the Grid, more so even than Tron City. The Light Rail system allows programs to easily travel around the city. One of CLU's military leaders, General Tesler, has taken claim of the city, and enforces his rule with an iron fist.

POINTS OF INTEREST

Able's Garage

Able's garage is a vehicle repair and experimentation area home to many mechanic programs. The facility is spacious and can accommodate a wide range of vehicles, from small civilian transportation to heavy military vehicles. The office from which Able managed the garage was also the home of several antique items, including an original Bit and the baton for the ENCOM-786.



The Coliseum

The Coliseum is a massive, circular arena for competitive games such as Disc Wars, light cycle battles, jousting, and one-on-one combat. Though drawing large crowds, the Games at Argon's Coliseum are used as a deadly punishment for dissidents, refereed by General Tesler, who also occasionally summoned the entire population to the Coliseum to hear announcements.



Argon Park

Argon Park was the main recreation area for the programs of Argon City until it was taken over by General Tesler. A giant statue of Clu was rezzed right in the middle of the playing field, but the statue was destroyed by a Renegade program. There is still a popular jai alai court in the park, frequented by both locals and sentries. A light rail station at Argon Park is a hub for local trains, as well as an express line to Purgos.

Argon Refueling Tower

A complex of numerous massive red towers which rise to meet incoming ships. General Tesler's ship docks there every five days to refuel.

0001001 Club

The 0001001 Club is one of the few entertainment areas in Argon City. It features a broad dance floor surrounded by strobing walls of ever-changing patterns and colors. A bar stretches along one wall, and booths with tables are arrayed along the sides. House music is played at all times. The club is extremely popular, and the floor is usually packed with dancing programs. During the Occupation, numerous guards and sentries were also in frequent attendance.

Among the glowing energy drinks served there are single shots, tall glasses of white or blue energy, and large bowls of pink energy with long straws for sharing among multiple guests.

PURGOS

Purgos was the original settlement of Argon City. A boom town before the ISO War, it eventually descended into notoriety and became home to numerous criminals on the Grid. General Tesler referred to it as a "stinkhole".

From lowly streets to nightclubs, pawn shops, and spacious apartments, Purgos is home to varying degrees of social strata, although criminal elements were evident even among the privileged residents of the area.

Purgos is also the site of Gorn's shop, a well-known destination for programs seeking to get incriminating information deleted from their discs, as well as engaging in the city's underground trade of illegal identity disc modifications.



ARJIA CITY

Arjia City (image below) was regarded as the spiritual center of the Grid. It was home to both Basics and ISOs, known collectively as Arjians. It was created in TC146 by an Alpha-class ISO named Jalen to house a growing number of devotees to purported oracle Radia. Arjia is strategically located directly over the codestream nexus, a collection of every stream of code in the system. The Hub is the central, tallest tower in the city, and a strategic communications focal point. Service tunnels are found throughout the subsystems, and are perfect for programs that need to get around without being noticed.

Arjia was the site of the largest attack on ISO-friendly locations by Clu and his forces during the Purge, eventually leading to the city's destruction.

BISMUTH

Bismuth is a stop on the route of the Argon Express, a non-local light rail which crosses the Outlands and regularly carries hundreds of programs. The trip from Argon City to Bismuth takes several hours at the train's top speed.

Bismuth Station has one wide platform fronting the light rail beam, and a tall transparent roof beyond which the city's towers and light beams stretch into the clouds. Trains passing through the city continue on the same beam to exit at the other side of the station.

GALLIUM CITY

Gallium City is a city located in an even farther-off corner of the Grid than Argon City. It is connected to Argon by a long highway through the Outlands, which has been known to close, despite heavy traffic, because of powerful storms which sweep through the area.

Energy lakes dot the landscape, and there are rumors of a pit in one that conceals a secret compressed-space prison that lay near the road from Argon to Gallium.

OUTLANDS

The Outlands are vast wastelands in the Tron system that are located outside the boundaries of the Grid. They have craggy, treacherous terrain full of sheer rock walls and deep ravines. Very few programs venture into the Outlands, save for those few desperate enough to escape militant grasps. Kevin Flynn fled into the Outlands after Clu's betrayal in 1989 and established a home there.

POINTS OF INTEREST

Flynn's safe house

Flynn's safe house is a combination of a spacious home and a bunker, disconnected from the Grid and hidden in the Outlands. It is far enough from Tron City that the prying eyes of Clu's subordinates do not reach it, but also far enough to leave Kevin Flynn unable to offer protection to the Grid.



Established some time after Clu's betrayal in 1989, the safe house was developed and expanded into a well-appointed subterranean complex with one expansive window opening from the main lounge and dining area out onto a viewing platform set in the side of a cliff. The outdoor viewing platform boasts its own energy pools and a view directly across Tron City to the Portal. Much of the interior features lighting throughout the floor, as well as in fittings in the ceiling, which activates in the presence of occupants and bathes the rooms in a steady white glow. The walls and ceilings alternate between slick white and unfinished Outlands rock. Connected to the main living area are smaller rooms furnished with beds, desks, and shelves for personal belongings. Flynn possessed a library containing the works of authors such as Leo Tolstoy, Fyodor Dostoevsky, and Jules Verne.

The safe house is accessed through a garage built to accommodate a Light Runner. Its entrance is hidden in the base of a cliff. The garage is connected to the main facility by an elevator platform, large enough to carry a light cycle, which rises directly into the main lounge area.

Tron's safe house

Tron's safe house is a stronghold built into a crag in the Outlands near Argon City. It is the base of operations of Tron and his trainee, Beck.

The lair was used by Tron, starting some time after the ISO wars, when he was saved from deresolution by a former sentry. It occupies a hollowed-out horizontal

section of a rock spire. The safe house is outfitted with a regenerative chamber for Tron to heal his scars, a vast computer, training simulators, and surveillance devices that can monitor the city. Like Flynn's safe house, its floor and ceiling can light up on demand. The lair can be reached via a temporary bridge that rezzed in front of the driver and derezzes behind them.

Tron's energy chamber is a core feature of the safe house, necessitated by his incurable injuries. Tron needs to use it frequently in order to revert the effect of the harmful code inserted into him, which otherwise results in extensive, necrotic scars covering his face and body. The chamber is a cylindrical containment unit which can rez around Tron on demand. It operates on energy which Tron needs to secretly acquire. After a battle with a hostile program inflicts even more injuries on Tron, the chamber is unable to contain the degenerative process and eventually Tron collapses while he's inside, breaking its walls and destroying it.

The safe house also has a training simulator chamber, capable of rendering at least seven holographic sparring simulation. One of them is Argon Square, another features the inside of a Recognizer with captives to save, and guards that can be programmed to taunting.

Bostrum Colony

Bostrum Colony was a distant settlement in the Grid situated in the Outlands. It was the exclusive home to the ISO faction known as the Bostrumites, and were prone to aggressive self-modification in order to better survive the harsh conditions in the Outlands as well as





to further delineate themselves from other programs. The colony was formed in TC162 following the rise of tensions in Tron City between Basic and ISO inhabitants. During the Purge, it was infected by the virus Abraxas and permanently destroyed by Clu's forces.

A well-known location in the colony was The Kernel. The population of the colony in 1989 was 6,935.

SEA OF SIMULATION

The Sea of Simulation is comprised of a giant digital ocean with patches of barren wasteland, mountains and other treacherous terrain. Surrounding the Grid, it forms, along with the Outlands, a barrier to prevent programs from finding their way to the Portal. This was a deliberate safety measure intended to also prevent stray programs from escaping the system.

A vast expanse of digital liquid racked by storms and broken by jagged islands of code, the Sea of Simulation is quite the spectacle. Giant boulders floated above it, supported by single blue light-beams, and geometric arrays of bubbles extended far into its depths.

Once the birthplace of the ISOs, the sea was corrupted by an isomorphic virus which, while not harmful to Basics, does not allow new ISOs to develop. Passage over the Sea to the Portal, the only way to leave the Grid for the outside world, is possible only via Solar Sailer or light jet.

THE PORTAL

The Portal is the gateway that allows digitized users to exit the Tron system to the real world. The structure housing the Portal rises out of the Sea of Simulation on an island pinnacle of rock. A small landing strip provides an approach to the site, and this in turn is connected to a long stairway ascending to the Portal. The top of the stair opens out onto a narrow causeway that spans out into the Portal itself.

The default state of the Portal is a closed state. It can only be opened from the outside by a user and then will only remain open for a millicycle (approximately 8 hours by human perception within the system). The limited time frame is due to the Portal's need to consume a significant amount of energy in order to remain open. When the Portal is in its open state, it is visible to the programs within the system as a brilliant beam of light reaching into the sky. The spectacle can be viewed as far away as the Outlands, and in the early days of the Tron system it was reputed to signify the presence of Kevin Flynn.

The isolated location of the Portal is an intentional design element by Flynn, implemented to help prevent stray programs from exiting the system. Not only do programs have to traverse the Sea of Simulation to reach the Portal, but the requirement to also have Flynn's identity disc creates strong prevention measure.

CHAPTER 8

ADVERSARIES

"YOU ARE A VERY RARE BIRD, AREN'T YOU NOW?"

CLU

The Grid is an expansive world with cities and programs of all types. Even though each one was created to accomplish specific tasks, their independence, variety, and culture shows a more diverse collection than anyone ever dreamed.

The following pages are a collection of programs anyone in the Grid might run into, all their variety. As a GM, these profiles are ready to install in any adventure that the Grid has prepared.

All adversaries wear light suits (page 35), providing +1 soak (already calculated). Identity Disc are listed with only the Tron System stats, for the sake of brevity. And the discs don't have an active Defense 1 quality, unless it is being used as a Brawl weapon.

Citizens

DATA PUSHER (MINION)

Data Pushers are civilian programs that have unique appearances, including unusual and unorthodox circuitry color schemes, and behavior. They appear to have no sense of independence, or concern over their surroundings, and only care about minimal routines, or ordinary, miscellaneous tasks.



Skills (group only): Knowledge (Users), Discipline.

Talents: None.

Abilities: None.

Equipment: None.

ISO IN HIDING (RIVAL)

Isomorphic Algorithms (better known as ISOs) were a race of programs that spontaneously evolved on the Grid. Their existence was considered a miracle by some, and a menace by others. A great ISO war purged the ISOs from the grid, but some believe there are a few remaining, keeping their existence a secret while looking for others like them.



Skills: Deception 2, Driving 1, Stealth 2, Vigilance 1.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand).



ISO LEADER (NEMESIS)

Prior to the Purge, ISO Leaders were a common sight on the Grid, with many programs gathering under their banner. These unique programs were powerful political figures, remarkably wise, and desired to make the Grid a system where all programs could flourish. These ISO Leaders would spread their knowledge with any program willing to listen without prejudice.



Skills: Charm 2, Coercion 1, Cool 2, Discipline 2, Driving 1, Knowledge (The Grid) 3, Leadership 3, Melee 1, Negotiation 3, Perception 2, Vigilance 1.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once.) Convincing Demeanor 1 (Remove ■ from any Deception or Skulduggery check.) Nobody's Fool 2 (Upgrade difficulty of Charm, Coercion, and Deception checks targeting the character twice).



Abilities: Take Charge (When making a skill check, the ISO Leader may spend AA to let one ally within Medium range immediately perform a maneuver as an out-of-turn Incidental. She may spend ⚙️ to let all allies within Medium range perform a maneuver as an out-of-turn Incidental instead.) Code Connection (The ISO Leader can read code patterns throughout the Grid. If connected to an interface module like the Codestream Nexus, they are able to contact ISO faction leaders and/or to read past memory events witnessed by another ISO).

Equipment: Command outfit attachment, Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand), Vehicle baton with Light Cycle.

NIGHTCLUB OWNER (NEMESIS)

Programs that need diversions turn to the nightclubs and energy bars with their friends, and Nightclub owners are ready to provide. The fact that many meetings and clandestine business dealings occur in their establishments, this makes many club owners power players in the undercity, whether or not they directly involve themselves.



Skills: Charm 3, Cool 3, Deception 2, Knowledge (Grid) 2, Perception 3, Streetwise 3, Vigilance 2.

Talents: Clever Retort (once per encounter, may add ⚙️ to another character's social skill check), Customer Service Experience 3 (after making a Charm check, may suffer up to 3 strain to cancel an equal amount of ⚙️).

Abilities: Underworld Contact (once per game session, when attempting to acquire illegal goods or services, the character may reduce its rarity by two, and item or service will be available before the cycle is done).

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand), Light Cane (Range; Damage 5; Critical 3; Range [Short]), bouncers.

STRAY (MINION)

Strays are rogue programs who, one way or another, have lost their identity discs. During the rule of Clu, they would be rounded up by Guards and Sentries to be rectified. Strays often lose their memory in fits called glitches after being parted from their disc for too long.



Skills (group only): Athletics, Streetwise.

Talents: None.

Abilities: Glitch (During a glitch, a Stray becomes confused, resulting in heightened physical prowess, but lower social capacity and understanding. Upgrade positive dice of any Brawn or Agility check once. Upgrade difficulty dice once for any social check.)

Equipment: None.

Law Enforcers

A variety of guard security programs can be found on the Grid with a primary directive to keep order in the computer world, namely **Guards, Sentries, Black Guards, and Elite Black Guards**. Their duties generally include guarding pit cells, patrolling, surveillance, transporting prisoners, and being personal bodyguards. They generally appear to serve willingly and hold the same opinions and prejudices held by their superiors.

Guards use long prod-like weapons to stun programs and to block attacks, and are hardly ever seen using their identity discs as weapons. In the ENCOM System, Guards wore bulky white armor with red/orange circuitry with a cowl. In the Tron System, their armor was changed to sleek black with a tinted face visor.

A Sentry is a modified system monitor security program that wear standard black garb with red circuitry, and have black visored helmets with an open lower face below the visor. They possess identity discs, but most prefer to fight with their staffs. Sentries commonly use recognizers for transportation and surveillance.

There are two Sentry variants that appear, along with the regular Sentries. One is the Heavy Sentry, a slow moving sentry that wears thick armor and carries a large shield. The other is the Scout Sentry, wearing lighter armor and with a sail-like attachment on their backs. Scouts are quick, and normally attack by using a hit-and-run strategy.

Black Guards are the commandos of Clu's forces and also serve as his personal guard. They are a deadly force to be reckoned because of their advanced fighting skills. Black Guards have red-orange circuitry and jet black helmets that leave no part of their faces exposed. They are well equipped for combat, regularly wielding light grenades and identity discs; many are trained to wield more specific baton-generated weapons, such as staffs or swords. Their batons, usually equipped with multiple weapon and vehicle templates, are stored on their forearms, and the two halves can also separate to form a pair of nightsticks. Grenades are arrayed



within easy reach along the guards' thighs. Normally assigned in groups of 4, they are some of the most vicious programs on the Grid.

Elite Black Guards have achieved the upper echelon of rank and skill, placing them as the highest enforcers to military leaders. They are exceptionally skilled warriors and are elite combatants in all games in the Grid. They wear jet-black helmets and suits with red-orange circuitry similar to the Black Guards, although these splashes of color are far more limited. One of the most infamous Elite Black Guards was a program named Rinzler, with unconfirmed rumors that he could have been the repurposed Tron program.

GUARD (MINION)



Skills (group only): Athletics, Coercion, Melee.

Talents: None.

Abilities: None.

Equipment: Standard baton with Rezzed Stun Pike (Melee; Damage +4; Critical 4; Range [Engaged]; Disorient 3, Stun 3, Stun Damage, Rez).



SENTRY (MINION)



Skills (group only): Driving, Melee.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand), Standard baton with Rezzed Staff (Melee; Damage +2; Critical 3; Range [Engaged]; Disorient 3, Rez).

HEAVY SENTRY (MINION)



Skills (group only): Brawl, Resilience.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), Rezzed Shield (Melee; Damage +0; Critical 6; Range [Engaged], Cumbersome 3, Defense 2, Deflection 2, Disorient 1)



SCOUT SENTRY (MINION)



Skills (group only): Perception, Range, Stealth.

Talents: None.

Abilities: Pulse Dash (once per turn, may spend a Story Point to move to any location within short range as an incidental, including locations that are vertically distant or have no easy access route.)

Equipment: Identity Disc (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, Δ to return to hand),

BLACK GUARDS (RIVAL)



Skills: Athletics 2, Brawl 1, Coercion 2, Driving 1, Melee 2, Ranged 1, Vigilance 1.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once.) Confidence 2 (Decrease difficulty of Discipline checks to avoid fear twice.)

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, Δ to return to hand), Wing Chute, Light Grenades x2 (Ranged; Damage 6; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), Standard baton with Staff (Melee; Damage +2; Critical 3; Range [Engaged]; Disorient 3, Rez), Vehicle baton with Light Cycle.



ELITE BLACK GUARD (NEMESIS)



Skills: Athletics 3, Brawl 2, Coordination 2, Driving 2, Melee 2, Perception 2, Ranged 2, Stealth 1, Vigilance 1.

Talents: Adversary 2 (Upgrade the difficulty of any combat check targeting this character twice), Jump Up (Once per round, may stand from seated or prone as an incidental), Acrobatic Recovery (When a baton-based vehicle a character is driving is destroyed, attempt a **Hard** (◆◆◆) **Coordination** check to rez a new vehicle mid-air. If successful, the character may suffer 1 Strain and continue driving on the new rezed vehicle).

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, **A** to return to hand), 2 Military batons with both Light Cycle and Light Jet in each one.

OCCUPATION GENERAL (NEMESIS)

Those that govern sectors of the Grid in the name of Clu are both extremely ambitious and a coldly calculating. These lethal dictators hold little care over the welfare of the programs they rule over, and are more concerned with order, compliance, personal power,



and increasing authority. Rebellions, no matter the size, are met with deadly force, and any participants are guilty without trial, with their punishment to play in the games until they are derezzed.

Most generals direct affairs from their throne rooms inside massive command ships. But on occasion, they enjoy a more hands on solution to annoying programs or insubordinate soldiers. With various augmentations at their disposal, many generals will upgrade their armor with power gauntlets or roto-cannons, to make sure they always have the edge. They are silver-tongued manipulators, spinning truth and falsehoods to fit whatever will work to their favor.



Skills: Brawl 3, Coercion 4, Cool 3, Discipline 3, Knowledge (The Grid) 2, Leadership 3, Negotiation 3, Perception 3, Range 2, Vigilance 1.

Talents: Adversary 3 (Upgrade the difficulty of any combat check targeting this character three times), Commanding Presence 2 (Remove ■■ from all Leadership and Cool checks), Crippling Blow (May increase difficulty of a combat check by 1. If successful, target suffers one strain when they move for the remainder of the encounter), Intimidating 2 (Suffer 2 strain to downgrade the difficulty of any Coercion checks twice, or to upgrade the difficulty of any Coercion checks targeting this character twice).

Abilities: Master Manipulator (May add ■■ to, or remove ■■ from Charm, Deception, and Negotiation checks made to convince other to do their bidding).

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, **A** to return to hand), Power Gauntlets (Brawl; Damage +4; Critical 4; Range [Medium]; Defense 1, Deflection 2, Disorient 1, Rez) with Rotoblaster Cannon (Gunnery; Damage 12; Critical 2; Range [Medium]; Blast 8, Cumbersome 3, Limited Ammo 6), Digital Cape and Cowl.

TANK PROGRAM (MINION)

A Tank Program is a program with specific skills for operating a tank on the Grid, with up to three such programs assigned per tank for maximum proficiency. Most are military programs with pale green circuitry, wearing bulky helmets with heavy visors.



Skills (group only): Driving, Gunnery, Operating.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand).

Underworld

BRUTE (RIVAL)

Brutes are unusually tall and muscular compared to the average program. Many work in the shadows for black marketeers, utilizing them for intimidation, protection, and other dirty work they wish to not get their hands in. Some brutes are physically altered with a rictus-like grin, rendering them unable to speak of the crimes in which they collaborate.



Skills: Athletics 2, Brawl 3, Coercion 2.

Talents: None.

Abilities: Perma-grin (Can only speak in grunts and growls through a fixed, permanent grin.)

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand).

DISC FORGER (RIVAL)

Since everything a program does is recorded on their identity discs, there are times when a program needs something altered, or their current disc be replaced with a less culpable one. Disc Forgers find these illegal modifications a way of life, and use their skilled disc engineering for great personal benefit.

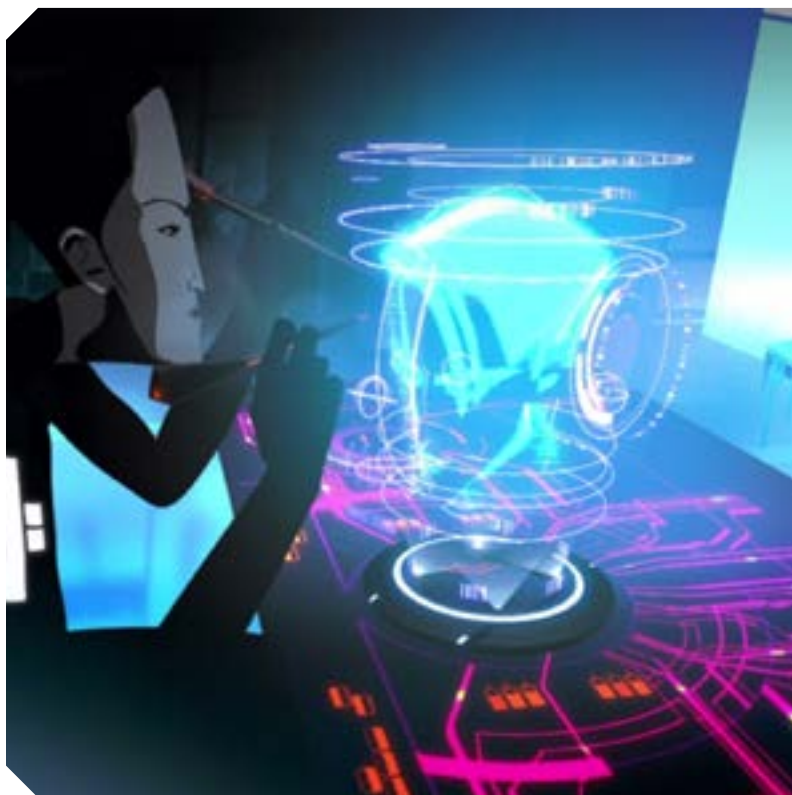


Skills: Computers 2, Knowledge (Data) 1, Perception 1, Skulduggery 1.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand), Disc Stylus.





GANG MEMBERS (MINION)

Even with all the utopian benefits of the Grid, criminal gangs still rise and compete for territory. Usually found in back alleys, sea side docks, or old industrial districts, gang members come from all sorts of backgrounds. They prey on the weak and gullible, often times posing as a trustworthy program. In reality, they are trying to find their next mark, and will be ready to take advantage of the situation when it swings to their favor.



Skills (group only): Brawl, Deception, Skulduggery.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, ⚡ to return to hand), Vehicle baton with Light Cycle.

GANG LEADER (RIVAL)

Huddle together with the other gang members, the gang leader dictates what each program does at any given time, and makes them accountable for their quota. They examine the loot members bring in, and reveled in their scores around a bonfire. Some gang leaders only see members as their puppets, while others form a closer ties to benefit the strength of the gang.



Skills: Brawl 3, Cool 2, Driving 1, Leadership 2, Range 2, Streetwise 3

Talents: None.

Abilities: Home Turf (While in the territory that the gang controls, this character and members of their gang who are within short range add automatic ⚡ to checks they make.)

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, ⚡ to return to hand), Vehicle baton with Light Cycle.

HACKER PROGRAM (RIVAL)

Hacker programs have grown accustomed to the language of the Grid, and they know how to speak it with great precision. This gives them a unique ability to figure out ways to bypass even the toughest digital locks and firewalls. Those that wish to keep data secret also find hacker programs a valuable commodity, knowing if they have someone on the inside to counter any threat that tries to break in, their data will be extra protected from outside sources.



Skills: Computers 2, Cool 2, Knowledge (Data) 1, Skulduggery 1.

Talents: Bypass Security (remove s from any Computers or Skulduggery check).

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand), data pad, wrench

UPRISING SUPPORTER (RIVAL)

As tyrants like Clu continue to grow in power, and system monitors are seen less, many of the Grid's citizens have taken it upon themselves to fight back. Spreading the message that they won't sit idly by as atrocities continue, uprising supporters hope to influence more to their cause and bring hope back to the Grid.



Skills: Coercion 2, Deception 2, Knowledge (The Grid) 1, Leadership 1.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand).



Game Fighters

Programs can be pulled from all walks of life, from any background, to be forced to play in the Grid games. Whether charged with treason, found guilty of a crime, or picked up as a stray, game initiates are usually playing against their will, and fear the deadly consequences of losing.

And there are some in the games that have been around long enough to become fan favorites, and crowd pleasers. Whatever brought them to the games to begin with is no longer a matter of interest. As long as they continue providing thrilling sport, and performing at a high level, spectators will see them again and again, defending their title and drezzing the opposition.

GAME INITIATE (MINION)



Skills (group only): Driving, Melee.

Talents: None.

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, A to return to hand), Game gear as needed.

GAME GLADIATOR (RIVAL)



Skills: Athletics 1, Brawl 2, Driving 1, Resilience 1, Vigilance 1.

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character twice), Skilled Jockey 1 (Remove ■ from all Driving or Piloting checks).

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, ⚡ to return to hand), Game Extras armor (+1 soak), Game gear as needed.

GAME CHAMPION (NEMESIS)

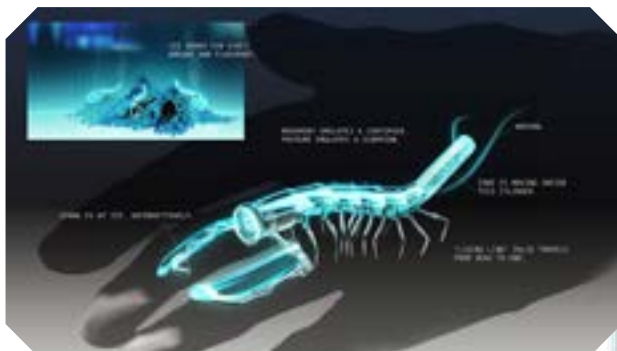


Skills: Athletics 3, Brawl 4, Cool 2, Coordination 1, Driving 2, Melee 3, Resilience 2, Streetwise 2, Vigilance 2.

Talents: Adversary 2 (Upgrade the difficulty of any combat check targeting this character twice), Frenzied Attack 2 (Suffer 2 strain to upgrade a Brawl or Melee check twice).

Abilities: None.

Equipment: Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, ⚡ to return to hand), Game Extras armor (+1 soak), Game gear as needed.



Creatures and other anomalies

BIT (MINION)

Bits are represented by bluish-white polyhedral shapes, appearing somewhat smaller than a human head, constantly shifting while at rest and changing into different forms when they speak. Bits can understand complex language, but are binary in nature and can only say "Yes" and "No." Though they speak monotonally, they can express intensity of emotion by repeating "No, no, no, no, no!" if alarmed and "Yes, yes, yes, yes, yes," if amused or excited. Bits can be affiliated to individual programs, accompanying them in their tasks and aiding them with advice or analysis. Bits hover through the air, sometimes darting at high speeds. Like programs, dazed Bits in the Tron system shatter into cubes.



Skills (group only): Knowledge (Data), Knowledge (The Grid).

Talents: None.

Abilities: Flyer (can fly; see the Flying sidebar on page 100 of the **Genesys Core Rulebook**), Silhouette 0

Equipment: None.

CODE WORM (MINION)

Found only in the darkest recesses of the Grid, code worms are used very effectively by underworld programs to erase or rewrite information on identity discs. When mishandled, however, their use can result in physical and mental damage to programs subjected to their effects.

Code worms are about a handspan long, and have a flat segmented body, ten to twelve sets of jointed legs behind two large pincers, a blue glowing circular maw which takes up their entire front end, and a long, smooth, luminous segment at its tail end from which two bright antennae sweep out behind them. When carrying a payload, they are entirely translucent and luminescent. Code worms can be handled, albeit with caution, by their bulbous tails. They are introduced into identity discs via the code-copy of the victim's head, entering through the eye and causing considerable pain as they do their work. Once inserted, the game mechanics can vary, but the host is subject to suffer wounds and strain frequently, until the code worm is removed. Altered memories, or memories that didn't happen can also be added to the player's narrative.



Skills (group only): Medicine.

Talents: None.

Abilities: Code Manipulation (If a code worm has been inserted into the target's identity disc, the target must make an **Average** (♦♦) **Resilience check**. The target suffers 3 Wounds if he fails (bypassing all soak), plus 1 Strain per 🔄. The target can be given a fake memory, or altered past memory while the code worm is installed), Silhouette 0.

Equipment: None.

GRIDBUG SWARM (RIVAL)

Gridbugs are four legged, digital creatures that cause painful bites, and possible energy draining glitches to programs. Gridbug swarms can derez programs and cause havoc throughout an entire system. Their size varies over the various media, but they usually appear in large numbers.



Skills: Brawl 3.

Talents: None.

Abilities: Energy Bite (If the Gridbug Swarm scores a Critical Hit or exceeds a target's Strain Threshold, the target must make a successful **Hard** (♦♦♦) **Resilience check** or fall unconscious for 5 minutes or until revived by a successful **Average** (♦♦) **Medicine check**), Swarm (Halve the damage dealt to the swarm before applying Soak unless the weapon has the Blast or Burn quality, regardless of whether or not that quality is activated).

Equipment: Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2, Stun Damage).



INFECTED PROGRAM (MINION)

Infected programs have been in contact with a host, spreading corrupted code into their bodies. They lose self awareness, and become mindless aggressors, with a new directive of infecting as many other programs as possible.



Skills (group only): Brawl.

Talents: None.

Abilities: Corrupted Code (On a successful combat check using a corrupted weapon, the target must make a **Hard (◆◆◆) Resilience check** as an incidental. If successful, the target fends off the virus. If it fails, the target has become infected, and begins turning into an infected program, unless a successful **Hard (◆◆◆) Medicine check** happens in the next 15 minutes).

Equipment: Corrupted Identity Disc (Infected Programs don't use their discs in combat), Corrupted claws (Brawl; Damage 3; Critical 4; Range [Engaged]; Pierce 1).

VIRUS (RIVAL)

Viruses are infections in a computer system, usually self-replicating and inclined to spread, which cause the system to malfunction in various ways. In the TRON Universe, virally infected programs have lemon-yellow or greenish-yellow circuitry, and turn aggressive and monstrous.



Skills: Athletics 2, Brawl 2, Coercion 1, Deception 1, Resilience 3, Survival 1.

Talents: Adversary 1.

Abilities: Corrupted Code (On a successful combat check using a corrupted weapon, the target must make a **Hard (◆◆◆) Resilience check** as an incidental. If successful, the target fends off the virus. If it fails, the target has become infected, and begins turning into



an infected program, unless a successful **Hard (◆◆◆) Medicine check** happens in the next 15 minutes), Spreading Infection (Virus may spend ⚔ or ▲▲▲▲ in a combat check to have a new minion group of three Infected Programs appear at long range from them. This group occupies a new initiative slot at the bottom of the initiative order, and acts this round).

Equipment: Corrupted Identity Disc (Brawl; Damage +4; Critical 3; Range [Engaged]; Vicious 2, Defense 1), (Ranged; Damage 5; Critical 2; Range [Medium]; Limited Ammo 1, ▲ to return to hand), Corrupted claws (Brawl; Damage 3; Critical 4; Range [Engaged]; Pierce 1).

CHARACTER NAME

ARCHETYPE

CAREER

PLAYER

TRON

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SOAK

HOUNDS

THRESHOLD	CURRENT
-----------	---------

STRAIN

THRESHOLD	CURRENT
-----------	---------

DEFENSE

RANGED	MELEE
--------	-------

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS

GENERAL SKILLS	CAREER	RANK
ATHLETICS (BR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
COMPUTERS (IN)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
COOL (PR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
COORDINATION (AG)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
DISCIPLINE (WI)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
DRIVING (AG)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
MECHANICS (IN)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
MEDICINE (IN)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
OPERATING (IN)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
PERCEPTION (CU)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
PILOTING (AG)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
RESILIENCE (BR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
SKULDUGGERY (CU)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
STEALTH (AG)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
STREETWISE (CU)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
SURVIVAL (CU)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
VIGILANCE (WI)	<input type="checkbox"/>	⟶⟶⟶⟶⟶

COMBAT SKILLS	CAREER	RANK
BRAWL (BR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
GUNNERY (AG)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
MELEE (BR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
RANGED (AG)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
SOCIAL SKILLS	CAREER	RANK
CHARM (PR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
COERCION (WI)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
DECEPTION (CU)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
LEADERSHIP (PR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
NEGOTIATION (PR)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
KNOWLEDGE SKILLS	CAREER	RANK
KNOWLEDGE (DATA)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
KNOWLEDGE (THE GRID)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
KNOWLEDGE (OUTLANDS)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
KNOWLEDGE (USERS)	<input type="checkbox"/>	⟶⟶⟶⟶⟶
MAGIC SKILLS	CAREER	RANK
CODING (IN)	<input type="checkbox"/>	⟶⟶⟶⟶⟶

REZ WEAPONS

NAME	SKILL	DAMAGE	CRIT	RANGE	RARITY	REZ VALUE	SPECIAL	USED BATON SLOTS

IDENTITY DISC

SYSTEM	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
				ENGAGED	
				MEDIUM	

OTHER WEAPONS

NAME	SKILL	DAMAGE	CRIT	RANGE	ENCUMBRANCE	SPECIAL

TOTAL XP



AVAILABLE XP

LIGHT CYCLE BATTLE SHEET

MANEUVERS

	ACCELERATE 1 SYSTEM STRAIN PER POINT OF SPEED INCREASED, MINUS 1.	LEVEL 1
	DECELERATE 1 SYSTEM STRAIN PER POINT OF SPEED DECREASE, MINUS 1.	LEVEL 2
	REPOSITION MOVE THE VEHICLE UP OR DOWN 1 LEVEL. (SPEED: 1+)	
	TARGET DRIVER LOCKS ONTO AN OPPONENT FOR AN ATTACK. (SPEED: 2+)	LEVEL 3

TARGET	R1	R2	R3	R4	R5	R6	R7
--------	----	----	----	----	----	----	----

COMBAT ACTIONS

DRIVING (AG)	AGILITY = <input type="text"/>	RANKS = <input type="text"/>
DECEPTION (CUN)	CUNNING = <input type="text"/>	RANKS = <input type="text"/>
PERCEPTION (CUN)	CUNNING = <input type="text"/>	RANKS = <input type="text"/>

STEALTH (AG)	AGILITY = <input type="text"/>	RANKS = <input type="text"/>
VIGILANCE (WIL)	WILLPOWER = <input type="text"/>	RANKS = <input type="text"/>

- CROSS PATH** **DRIVING CHECK** OPPOSED BY THE TARGET'S **DRIVING** SKILL. DOWNGRADE DIFFICULTY FOR EACH POINT OF SPEED HIGHER THAN THE OPPONENT, OR UPGRADE DIFFICULTY FOR EACH POINT OF SPEED LOWER THAN THE OPPONENT. (SPEED: 3+, LEVEL: SAME AS THE TARGET)
- DISTRACTION** **DECEPTION CHECK** OPPOSED BY THE TARGET'S **VIGILANCE** SKILL. SHRINKING AREA SETBACKS BECOME BOOSTS. (SPEED: SAME AS TARGET, LEVEL: SAME AS TARGET)
- SURPRISE SIDESWIPE** **STEALTH CHECK** OPPOSED BY THE TARGET'S **PERCEPTION** SKILL. REPOSITION MANEUVER INCLUDED IN THIS ACTION. (SPEED: 4+, LEVEL: 1 LEVEL HIGHER OR LOWER THAN THE TARGET)
- WORK TOGETHER** TWO ALLIES TARGET THE SAME OPPONENT, AND EACH MAKE A **HARD DRIVING CHECK** ON THEIR TURN. IF BOTH CHECKS ARE SUCCESSFUL, THE TARGET CANNOT MAKE A DEFENSIVE DRIVING INCIDENTAL, AND IS IMMEDIATELY TAKEN OUT OF THE COMPETITION. (SPEED: 3+, LEVEL: ANY LEVEL)

FOLLOWING A SUCCESSFUL COMBAT CHECK, TARGETS (EXCEPT MINIONS) MAY PERFORM A DANGEROUS DRIVING INCIDENTAL CHECK TO NOT CRASH.

DANGEROUS DRIVING MAKE A **DRIVING CHECK** WITH A DIFFICULTY EQUAL TO THE SILHOUETTE OF THE VEHICLE, PLUS AN UPGRADE FOR EVERY POINT OF CURRENT SPEED. (SPEED: 1+)

SEE TRON: GAMING IN THE GRID PAGES 72-73 FOR A FULL LIST OF MANEUVERS AND ACTIONS.

LIGHT CYCLE

QUALITY: REZ 2, WEAPON: LIGHT RIBBON

SILHOUETTE	SPEED	CURRENT	HANDLING

DEFENSE	ARMOR
HULL TRAUMA	SYSTEM STRAIN
THRESHOLD CURRENT	THRESHOLD CURRENT

5 XP ACTIVE / PASSIVE / RANK

TALENT PYRAMID

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TRON

GAMING IN THE GRID



5 XP ACTIVE / PASSIVE / RANK

10 XP ACTIVE / PASSIVE / RANK

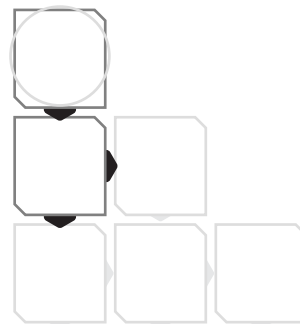
5 XP ACTIVE / PASSIVE / RANK

10 XP ACTIVE / PASSIVE / RANK

15 XP ACTIVE / PASSIVE / RANK

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.



5 XP ACTIVE / PASSIVE / RANK

10 XP ACTIVE / PASSIVE / RANK

15 XP ACTIVE / PASSIVE / RANK

20 XP ACTIVE / PASSIVE / RANK

5 XP ACTIVE / PASSIVE / RANK

10 XP ACTIVE / PASSIVE / RANK

15 XP ACTIVE / PASSIVE / RANK

20 XP ACTIVE / PASSIVE / RANK

25 XP ACTIVE / PASSIVE / RANK

5 XP ACTIVE / PASSIVE / RANK

10 XP ACTIVE / PASSIVE / RANK

15 XP ACTIVE / PASSIVE / RANK

20 XP ACTIVE / PASSIVE / RANK

25 XP ACTIVE / PASSIVE / RANK

TIER 1

TIER 2

TIER 3

TIER 4

TIER 5