CHARACTER NAME

ARCHETYPE

CAREER

PLAYER

# TRON
## GAMING IN THE GRID
v1.3 • Online Character Sheets: rpgsessions.com

| SOAK | HOUNDS | STRAIN | DEFENSE |
|---|---|---|---|
| | THRESHOLD / CURRENT | THRESHOLD / CURRENT | RANGED / MELEE |

## CHARACTERISTICS

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|---|---|---|---|---|---|

## SKILLS

| GENERAL SKILS | CAREER | RANK | | COMBAT SKILS | CAREER | RANK |
|---|---|---|---|---|---|---|
| ATHLETICS (BR) | | | | BRAWL (BR) | | |
| COMPUTERS (IN) | | | | GUNNERY (AG) | | |
| COOL (PR) | | | | MELEE (BR) | | |
| COORDINATION (AG) | | | | RANGED (AG) | | |
| DISCIPLINE (WI) | | | | **SOCIAL SKILS** | **CAREER** | **RANK** |
| DRIVING (AG) | | | | CHARM (PR) | | |
| MECHANICS (IN) | | | | COERCION (WI) | | |
| MEDICINE (IN) | | | | DECEPTION (CU) | | |
| OPERATING (IN) | | | | LEADERSHIP (PR) | | |
| PERCEPTION (CU) | | | | NEGOTIATION (PR) | | |
| PILOTING (AG) | | | | **KNOWLEDGE SKILS** | **CAREER** | **RANK** |
| RESILIENCE (BR) | | | | KNOWLEDGE (DATA) | | |
| SKULDUGGERY (CU) | | | | KNOWLEDGE (THE GRID) | | |
| STEALTH (AG) | | | | KNOWLEDGE (OUTLANDS) | | |
| STREETWISE (CU) | | | | KNOWLEDGE (USERS) | | |
| SURVIVAL (CU) | | | | **MAGIC SKILS** | **CAREER** | **RANK** |
| VIGILANCE (WI) | | | | CODING (IN) | | |

## 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 |
|---|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |

GENESYS

TOTAL XP

AVAILABLE XP

# MOTIVATIONS

## STRENGTH

## FLAW

## DESIRE

## FEAR

## CHARACTER DESCRIPTION

SUIT LIGHT COLOR:

NOTABLE FEATURES:

## CRITICAL INJURIES

| SEVERITY | NUMBER | RESULT |
|---|---|---|
| ◇◇◇◇◇ | _____ | _____ |
| ◇◇◇◇◇ | _____ | _____ |
| ◇◇◇◇◇ | _____ | _____ |
| ◇◇◇◇◇ | _____ | _____ |
| ◇◇◇◇◇ | _____ | _____ |

## EQUIPMENT & GEAR

| | ENCUMBRANCE | | | RARITY | SLOTS |
|---|---|---|---|---|---|
| | THRESHOLD | CURRENT | | ALLOWED | TOTAL |

| | ENCUMBRANCE | HARD POINTS | SLOTS | | | |
|---|---|---|---|---|---|---|
| | | | TOTAL | USED | | |
| IDENTITY DISC | 2 | 1 | TOTAL | USED | REZ ITEMS: | |
| BATON | 2 | 2 | TOTAL | USED | REZ ITEMS: | |
| LIGHT SUIT | 0 | 2 | TOTAL | USED | REZ ITEMS: | |

## OTHER EQUIPMENT

## ABILITIES/TALENTS

| NAME | PAGE | SUMMARY |
|---|---|---|
| | | |
| | | |
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| | | |

## MANEUVERS

**ACCELERATE**
1 SYSTEM STRAIN PER POINT OF SPEED INCREASED, MINUS 1.

**DECELERATE**
1 SYSTEM STRAIN PER POINT OF SPEED DECREASE, MINUS 1.

**REPOSITION** (1+)
MOVE THE VEHICLE UP OR DOWN 1 LEVEL.
(SPEED: 1+)

**TARGET** (2+)
DRIVER LOCKS ONTO AN OPPONENT FOR AN ATTACK. (SPEED: 2+)

LEVEL 1

LEVEL 2

LEVEL 3

## COMBAT ACTIONS

**CROSS PATH** (3+)
DRIVING CHECK OPPOSED BY THE TARGET'S DRIVING SKILL, DOWNGRADING DIFFICULTY FOR EACH POINT OF SPEED HIGHER THAN THE OPPONENT. (SPEED: 3+, LEVEL: SAME AS THE TARGET)

**DISTRACTION**
DECEPTION CHECK OPPOSED BY THE TARGET'S VIGILANCE SKILL.
(SPEED: SAME AS TARGET, LEVEL: SAME AS TARGET)

**SURPRISE SIDESWIPE** (4+)
STEALTH CHECK OPPOSED BY THE TARGET'S PERCEPTION SKILL.
(SPEED: 4+, LEVEL: 1 LEVEL HIGHER OR LOWER THAN THE TARGET)

**WORK TOGETHER** (3+)
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)

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

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

**DANGEROUS DRIVING** (1+)
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+)

## LIGHT CYCLE

QUALITY: **REZ 2**, WEAPON: **LIGHT RIBBON**

SILHOUETTE  SPEED  CURRENT  HANDLING

DEFENSE  ARMOR

HULL TRAUMA
THRESHOLD | CURRENT

SYSTEM STRAIN
THRESHOLD | CURRENT

## OTHER VEHICLE

SILHOUETTE  SPEED  CURRENT  HANDLING

DEFENSE  ARMOR

HULL TRAUMA
THRESHOLD | CURRENT

SYSTEM STRAIN
THRESHOLD | CURRENT

| WEAPON NAME | FIRE ARC | SKILL | DAMAGE | CRIT | RANGE | SPECIAL |
|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

# TRON
## GAMING IN THE GRID

GENESYS

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.
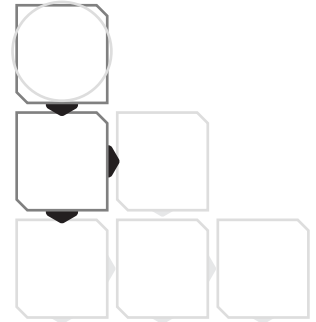
| 5 XP | ACTIVE / PASSIVE / RANK |

| 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 |

| 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