

CHARACTER NAME

ARCHETYPE

CAREER

PLAYER

TRON

GAMING IN THE GRID

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SOAK

HOUNDS

THRESHOLD	CURRENT
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STRAIN

THRESHOLD	CURRENT
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DEFENSE

RANGED	MELEE
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CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS

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

COMBAT SKILLS	CAREER	RANK
BRAWL (BR)	<input type="checkbox"/>	<input type="checkbox"/>
GUNNERY (AG)	<input type="checkbox"/>	<input type="checkbox"/>
MELEE (BR)	<input type="checkbox"/>	<input type="checkbox"/>
RANGED (AG)	<input type="checkbox"/>	<input type="checkbox"/>

SOCIAL SKILLS	CAREER	RANK
CHARM (PR)	<input type="checkbox"/>	<input type="checkbox"/>
COERCION (WI)	<input type="checkbox"/>	<input type="checkbox"/>
DECEPTION (CU)	<input type="checkbox"/>	<input type="checkbox"/>
LEADERSHIP (PR)	<input type="checkbox"/>	<input type="checkbox"/>
NEGOTIATION (PR)	<input type="checkbox"/>	<input type="checkbox"/>

KNOWLEDGE SKILLS	CAREER	RANK
KNOWLEDGE (DATA)	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE (THE GRID)	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE (OUTLANDS)	<input type="checkbox"/>	<input type="checkbox"/>
KNOWLEDGE (USERS)	<input type="checkbox"/>	<input type="checkbox"/>

MAGIC SKILLS	CAREER	RANK
CODING (IN)	<input type="checkbox"/>	<input type="checkbox"/>

IDENTITY DISC

MEMORY ENCUMBRANCE

THRESHOLD	CURRENT
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RARITY ALLOWED

SYSTEM	SKILL	DAMAGE	CRIT	RANGE	MEMORY (ENC)	SPECIAL
				ENGAGED	1	
				MEDIUM		

WEAPONS

NAME	SKILL	DAMAGE	CRIT	RANGE	MEMORY (ENC)	RARITY	SPECIAL	BATON
								<input type="checkbox"/>
								<input type="checkbox"/>
								<input type="checkbox"/>
								<input type="checkbox"/>
								<input type="checkbox"/>

TOTAL XP



AVAILABLE XP

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

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

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.

