

Cities Without Number

Character Sheet

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Character Sheet

| | |
|-------|------------|
| Name | |
| | Background |
| | |
| | Money |
| | |
| Level | XP |

| | | | | | |
|---|--|---------|--|---------|--|
| Administer | | Lead | | Stab | |
| Connect | | Notice | | Survive | |
| Drive | | Perform | | Talk | |
| Exert | | Program | | Trade | |
| Fix | | Punch | | Work | |
| Heal | | Shoot | | | |
| Know | | Sneak | | | |
| +3 sp per lvl (Educated Edge: +1 bonus sp) Cost: new value + 1 Max: +2 at lvl 3 +3 at lvl 6 +4 at lvl 9 | | | | | |

| | |
|------------------------------------|--------------------------------------|
| Hit Points / Major Injuries | Max: |
| | |
| (1D6 + Con) x Level | Hard to Kill Edge: Gain +2 per level |

| | |
|----------------------|-------------------|
| System Strain | Permanent: |
| | |

| Attributes | | | | |
|---|----------|-----------|------------|---------|
| 3 (-2) | 4-7 (-1) | 8-13 (+0) | 14-17 (+1) | 18 (+2) |
| STR | | | | |
| DEX | | | | |
| CON | | | | |
| INT | | | | |
| WIS | | | | |
| CHA | | | | |
| Boosts: 1st: 1sp (lvl 1) 2nd: 2sp (lvl 1) 3rd: 3sp (lvl 3) 4th: 4sp (lvl 6) 5th: 5sp (lvl 9) | | | | |

| | | | |
|-------------|---------------------|--------------|---------------|
| First Edge | | Lvl 2 = 3xp | Lvl 7 = 39xp |
| | | Lvl 3 = 6xp | Lvl 8 = 54xp |
| Second Edge | | Lvl 4 = 12xp | Lvl 9 = 72xp |
| | | Lvl 5 = 18xp | Lvl 10 = 93xp |
| Third Edge | Gained at 5th Level | Lvl 6 = 27xp | Lvl 11+ = +24 |

| | |
|------|--|
| Foci | +1 Focus at lvl 2, lvl 5, lvl 7 & lvl 10 |
|------|--|

| Saving Throws | | | |
|---------------|-------------|-------------|----------|
| Physical | Evasion | Mental | Luck |
| 16 - Int | 16 - Int | 16 - Int | 16 - Int |
| [Str Con] | [Dex Int] | [Wis Cha] | |

| Friends and Acquaintances |
|---------------------------|
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| |
| |
| |
| |
| |

Lvl

Lvl

Lvl

Lvl

LVI

[illegible]

The diagram illustrates the armor system's progression through six stages, each represented by a hexagonal tile:




- Melee Armor Class**: The starting point, represented by a light blue tile.
- Ranged Armor Class**: The second stage, represented by a light blue tile.
- Armor Soak**: The third stage, represented by a light blue tile.
- Trauma Target**: The final stage, represented by a light blue tile.




The tiles are connected by lines, indicating a sequential flow from left to right. The first and last tiles have a trapezoidal shape on their outer edges, while the intermediate tiles are standard hexagons.

| | |
|---------------|--|
| Current Armor | |
| | |




| Cyberware | Cost | Type | Concealment | Sys. Strain |
|-------------------|------|-------------------------|-------------|-------------|
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Effect: | | | | |
| Cyber Maintenance | | = 5% Total Cost / Month | | |

| Weapons | Total Atk Bonus |
|---------|-----------------|
|---------|-----------------|

| | | | | | | | | |
|------------|--|--------------|--|--------|---|-------|--|---|
| Name | | | | Range |  | / | |  |
| Trauma Die | | Trauma Mult. | | Ammo |  | | | |
| Mods | | | | Damage | | Shock | | |

| | | | | | | | | |
|------------|--|--------------|--|--------|---|-------|--|---|
| Name | | | | Range |  | / | |  |
| Trauma Die | | Trauma Mult. | | Ammo |  | | | |
| Mods | | | | Damage | | Shock | | |

| | | | | | | | |
|------------|--------------|--|------|--------|--|-------|---|
| Name | | | | Range | | | + |
| Trauma Die | Trauma Mult. | | Ammo | | | | |
| Mods | | | | Damage | | Shock | |

| | | | | | | | |
|------------|--|--------------|--|--------|---|-------|---|
| Name | | | | Range |  | / |  |
| Trauma Die | | Trauma Mult. | | Ammo |  | | |
| Mods | | | | Damage | | Shock | |

Stowed Equipment (Backpack)

Max Enc = STR

Cyberdeck and Hacking Details

Noteworthy Missions

Non-Encumbering Equipment

Vehicle and Drone Details

Aliases / ID's

Equipment in Storage

Notes to Remember

Languages Known

Assets / Owned Property

Current Goals