

Cities Without Number

Character Sheet

Name			
Background			
Money			
Level		XP	

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

Gained at 5th Level

Friends and Acquaintances

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	☼
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Name		Range	⊙	/	+
Trauma Die		Trauma Mult.		Ammo	☼
Mods		Damage		Shock	

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

Base Atk Bonus	+	Equal to Lvl/2, rounded down With On Target Edge, equal to Lvl	Skill Points
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Foci	
	Lvl
	Lvl
	Lvl
	Lvl
	Lvl
	Lvl
	Lvl

Readied Items	Max Readied Items = STR ÷ 2

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

System Strain	Permanent:
	Max = CON + Lifestyle Mod

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

Melee Armor Class	Ranged Armor Class	Armor Soak	Trauma Target
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Current Armor

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

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)

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