

Cities Without Number

Character Sheet

The image shows a game character sheet interface. On the left is a large empty rectangular box for a character's portrait. To the right are several input fields: a 'Name' field at the top, followed by a 'Background' field, then a 'Money' field, and finally 'Level' and 'XP' fields at the bottom, each accompanied by a hexagonal icon.

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

Hit Points / Major Injuries	Max:
$(106 + \text{Con}) \times \text{Level}$ Hard to Kill Edge: Gain +2 per level	

System Strain	Permanent:

Max = CON + Lifestyle Mod

Attributes	
3 (-2) 4-7 (-1) 8-13 (+0) 14-17 (+1) 18 (+2)	
STR	
DEX	
CON	
INT	
WIS	
CHA	
Boosts: 1st: 1sp (lv1) 2nd: 2sp (lv1) 3rd: 3sp (lv3) 4th: 4sp (lv6) 5th: 5sp (lv9)	

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

[illegible]

Lvl

Lvl

Lvl

	Lvl

	Lvl

[illegible]




The diagram illustrates the sequence of armor classes in a game. It consists of four rectangular boxes connected by lines, with hexagonal shapes at the junctions. The boxes are labeled from left to right: "Melee Armor Class", "Ranged Armor Class", "Armor Soak", and "Trauma Target".



Current Armor	




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

Weapons	Total Atk Bonus
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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

Non-Encumbering Equipment

Equipment in Storage

Assets / Owned Property

Cyberdeck and Hacking Details

Vehicle and Drone Details

Notes to Remember

Noteworthy Missions

Aliases / ID's

Languages Known

Current Goals