

Cities Without Number

Character Sheet

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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:
<div style="display: flex; justify-content: space-between;"> (1D6 + Con) x Level Hard to Kill Edge: Gain +2 per level </div>	

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 (lv 1) | 2nd: 2sp (lv 1)
 3rd: 3sp (lv 3) | 4th: 4sp (lv 6) | 5th: 5sp (lv 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
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Saving Throws			
Physical	Evasion	Mental	Luck
16 -lv · [Str Con]	16 -lv · [Dex Int]	16 -lv · [Wis Cha]	16 -lv

Friends and Acquaintances

Lvl

Evl

Lvl

Lvl

Lvl




Lvl

	Lvl
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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		

[illegible]

The diagram illustrates the progression of armor classes in a game. It consists of four interconnected hexagonal nodes arranged horizontally. The first node is labeled 'Melee Armor Class', the second 'Ranged Armor Class', the third 'Armor Soak', and the fourth 'Trauma Target'. Each node is connected to the next by a line, indicating a sequential relationship.

Current Armor	

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

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