

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

Gained at 5th Level

Lvl 5 = 18xp    Lvl 10 = 93xp

Lvl 6 = 27xp    Lvl 11+ = +24

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

Mods

Damage

Shock

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

Foci

+1 Focus at lvl 2, lvl 5, lvl 7 & lvl 10

Lvl

Lvl

Lvl

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    16 - lvl    16 - lvl    16 - lvl

-[Str | Con]    -[Dex | Int]    -[Wis | Cha]

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)

Melee Armor Class    Ranged Armor Class    Armor Soak    Trauma Target

Current Armor

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

