

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

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

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

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

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