

# Cities Without Number

# Character Sheet

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:
(106+ Con) x 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 (lvl 1)   2nd: 2sp (lvl 1) 3rd: 3sp (lvl 3)   4th: 4sp (lvl 6)   5th: 5sp (lvl 9)	

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

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

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

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

Friends and Acquaintances

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

Weapons		Total Atk Bonus
Name	Range	
Trauma Die	Trauma Mult.	Ammo
Mods	Damage	Shock

Readied Items	Max Readied Items = STR + 2

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

