Codename:
Era of the Fallen
Warrior — PC Character Sheet — Page 2

Melee Weapons

	Type	3ST Bonus	Damage	Dmg Thrust	AP	Parry	Block	Miss	Other	Weight	Length	Distance	Strike Zone
Primary													
Secondary													
Tertiary													

Ranged Weapons

	Type	To Hit	Damage	AP	Qty	Base	Effect	Arc	Length	Other
Primary										
Secondary										
Tertiary										

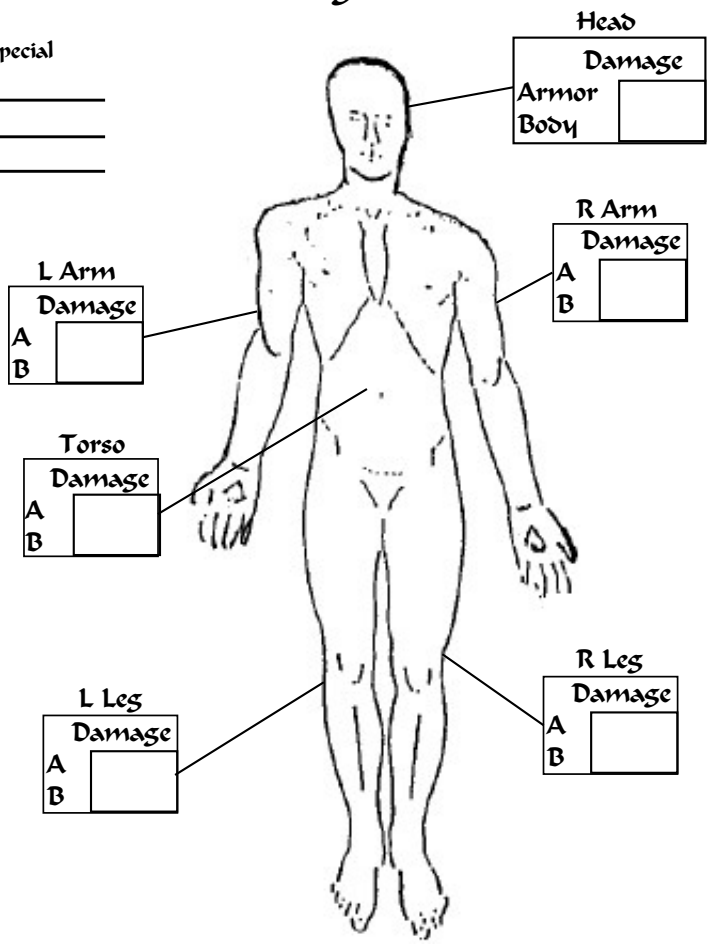
Ready Projectiles

Type	Range	To Hit	Qty	Dmg	Special

Armor

	Type	Endurance Max	Endurance Current	Weight
Head				
Neck				
Shoulders				
Upper Arms				
Elbow				
Lower Arms				
Hands				
Chest				
Back				
Belly				
Groin				
Upper Legs				
Knee				
Lower Legs				
Feet				
Shield				
Other				

Damage Location



Total Weight
Encumberance
Rounds per
Fatigue

Total Damage

Penalties
Fatigue
Blood Loss
Pain
Mobility

	Block	Trap	Attack	Cover	Dmg
Shield Modifiers					

Unused Weapons

	Type	3st Bonus	Damage	Dmg Thrust	AP	Parry	Block	Miss	Other	Weight	Length	Distance	Strike Zone

Unused Ranged Weapons

	Type	To Hit	Damage	AP	Qty	Base	Effect	Arc	Length	Other

Stowed Projectiles

Type	Qty	To Hit	Range	Dmg	Special

Weapon Proficiencies

Level	Type	Total Bonus

Combat Manuevers

Name	Mod	Margin	Special Conditions

Armor Tables

Armor Type:

	Piercing	Slashing	Blunt
Blocks			
Penetration			
Absorbed			

Armor Type:

	Piercing	Slashing	Blunt
Blocks			
Penetration			
Absorbed			

Armor Type:

	Piercing	Slashing	Blunt
Blocks			
Penetration			
Absorbed			

Armor Type:

	Piercing	Slashing	Blunt
Blocks			
Penetration			
Absorbed			