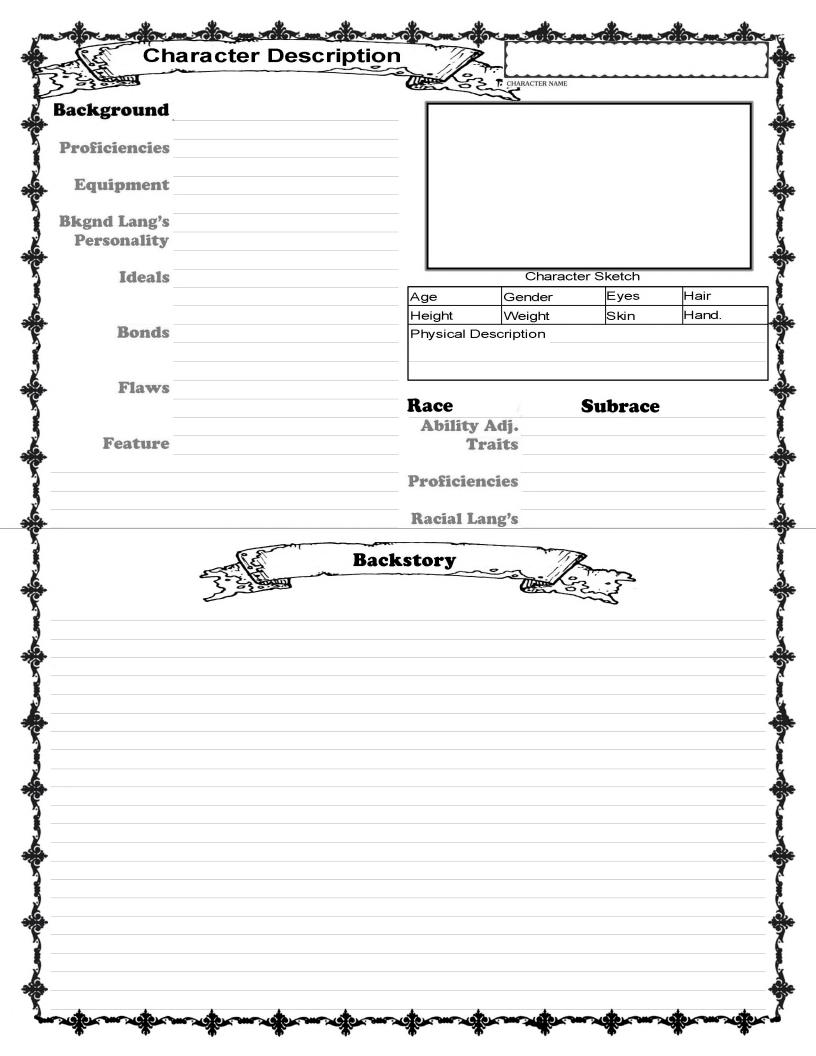
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Sources: R=Race C=Class B=Background 0=Other
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LANGUAGES Race Class Background Other_ NOTES:

Weapons a	and Armor	
Notes:		CTER NAME
VEAPON 1 Type:	WEAPON 2 Type:	WEAPON 3 Type:
escription:Damage Type:	Description:Damage Type:	Description:Damage Type:
Are you are proficient with this?	Are you are proficient with this?	Are you are proficient with this?
No ability modifier to damage (Second weapon when dual-wielding.)	No ability modifier to damage. (Second weapon when dual-wielding.)	No ability modifier to damage (Second weapon when dual-wielding.)
PROFICIENCY DAMAGE DIE TYPE & NUMBER +	PROFICIENCY DAMAGE DIE TYPE & NUMBER	PROFICIENCY DAMAGE DIE TYPE & NUMBER
ABILITY ABILITY MODIFIER	ABILITY ABILITY MODIFIER	ABILITY ABILITY MODIFIER
+ + HAGIC BONUS MAGIC BONUS	+ HAGIC HAGIC BONUS	+ MAGIC BONUS BONUS
+ OTHER OTHER MODIFIERS	+ OTHER OTHER MODIFIERS	+ + OTHER OTHER MODIFIERS
TOTAL ATTACK TOTAL DAMAGE	TOTAL ATTACK	TOTAL ATTACK = TOTAL DAMAGE
OTES:	NOTES:	NOTES:
WEA DON	WEADON -	ADMOD
VEAPON 4 Type:	WEAPON 5 Type:	ARMOR Type:
each or Range:Damage Type:	Reach or Range:Damage Type:	Don: Unarmored
Are you are proficient with this? No ability modifier to damage	Are you are proficient with this? No ability modifier to damage	Doff:
(Second weapon when dual-wielding.)	(Second weapon when dual-wielding.)	Weight: + DEX MODIFIER
PROFICIENCY DAMAGE DIE TYPE & NUMBER + +	PROFICIENCY DAMAGE DIE TYPE & NUMBER	ARMOR CLASS + CON MODIFIER
ABILITY ABILITY MODIFIER	ABILITY ABILITY MODIFIER	DEX MODIFIER +2 max for Medium Armor WIS MODIFIER
+ + MAGIC MAGIC BONUS	+ + MAGIC MAGIC BONUS	+ None for Heavy Armor (If Monk) MAGIC MAGIC
+ + OTHER + OTHER	+	BONUS BONUS
MODIFIERS MODIFIERS TOTAL ATTACK TOTAL DAMAGE	MODIFIERS MODIFIERS TOTAL ATTACK BONUS MODIFIERS TOTAL DAMAGE	OTHER MODIFIERS = OTHER MODIFIERS
DOTES:	NOTES:	ARMORED UNARMORED ARMOR CLASS
		Strength Requirement: The armor reduces the wearer's speed by 10 feet
		unless the wearer has this Strength score or higher.
		Stealth:
Notes:		Are you are proficient with this?
 		If not proficient you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity,
		and you can't cast spells. SHIELD
		Don: 1 Action Doff: 1 Action Weight: 6 lb.
		— AC: 2 +
		MAGIC OTHER TOTAL
		MAGIC OTHER TOTAL BONUS MODIFIERS
		MAGIC OTHER TOTAL BONUS MODIFIERS

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# Quantity GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?	7 Item: # Quantity GP Value of one Weight in lbs
2 Item: # Quantity GP Value of one Weight in lbsEquipped or Worn?	8 Item: # Quantity GP Value of one Weight in lbs
3 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?	9 Item: GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?
4 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?	10 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?
5 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?	11 Item: # Quantity GP Value of one Weight in lbs
6 Item: GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?	12 Item: # Quantity GP Value of one Weight in lbs. Equipped or Worn? Carried? Magic Item? Attuned to it?

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# Quantity GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?	Item: # Quantity GP Value of one Weight in lbs. Equipped or Worn?
14 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?	20 Item: # Quantity GP Value of one Weight in lbs. Equipped or Worn?
15 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?	21 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?
16 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?	22 Item: # Quantity GP Value of one Weight in lbs
17 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?	23 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn?
18 Item: GP Value of one Weight in lbs	24 Item: # Quantity GP Value of one Weight in lbs Equipped or Worn? Carried? Magic Item? Attuned to it?

