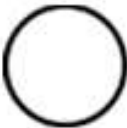
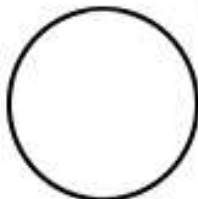



Health



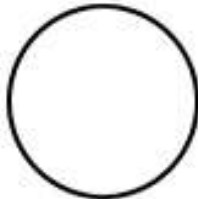
Level



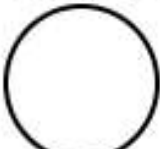
Dexterity



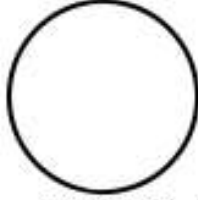
Current/Max HP



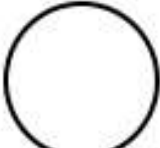
Smarts




Armor



Attunement



Initiative



Current/Max Carry Weight

Character Name

Race

Player Name

Stat Distribution

Background

Talent Distribution

	<hr/> Weapon	<hr/> Damage
<hr/> Gold	<hr/> Weapon	<hr/> Damage
<hr/> Silver	<hr/> Weapon	<hr/> Damage
<hr/> Copper	<hr/> Weapon	<hr/> Damage
<hr/> Valuable Items	<hr/> Weapon	<hr/> Damage
<hr/> Mundane Junk	<hr/> Weapon	<hr/> Damage
<hr/> Magical Junk	<hr/> Armor	<hr/> Defense/Armor
	<hr/> Shield	<hr/> Defense/Armor

Gear and Tools

Quick Rolls

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<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>
<hr/> Gear/Tool	<hr/> Gear/Tool	<hr/> Bonus Type