

## Token Proofing Checklist

- No spelling errors
- Accurate class list
  - Alphabetical order
  - First letter is capitalized
  - Only Fighters and Wizards are plural
  - Ampersand before last class listed, if applicable
  - No serial (aka Oxford) comma before ampersand
- Current year icons
- Legendary**, **Trade**, and **Reserve** get no year icon
- All weapons have damage wheels
  - Damage wheels are accurate
    - No upside-down numbers
    - Damage increases counter-clockwise
- Hand Icons:
  - ALL weapons have hand icons
  - Alchemical weapons have 1H icons
  - Shields have 1H icons
  - Bard instruments have 2H icons
  - Monk bracer weapons get 1H icons
  - Polymorph potions do not get hand icons
- Correct conversion initials
  - all **C**, **UC**, and **R**,
  - None for **UR**, **Trans**, **Trade/Reserve**, & **high-end**
- Star symbols on Transmutes:
  - **Enhanced** = 3-point (▲)
  - **Exalted** = 4-point (✦)
  - **Relic** = 5-point (★)
  - Eldritch Relic = 5-point (★)
- En-dash (–, not -) used to indicate a range or a negative number
- Multiplication symbol (×, not x) to indicate multiples
- Nothing prohibited, including:
  - No HP or saving throw modifiers on hand-held items
  - Clerics may not use piercing or slashing weapons
  - Druids may not use metal weapons other than sickles
  - Druids may not wear metal “armor” (torso slot)
  - Monks cannot wear “armor” (torso slot)
  - Paladins may not use one-handed d10 weapons
  - Plate and half plate armors are restricted to Cleric, Fighters, and Paladin
  - Rangers may not use shields other than bucklers
  - Rangers may not wield two-handed melee weapons
  - Rogues may not wield melee weapons that have better than a d6 damage wheel
  - Shields may not be equipped by Monks, Rogues, or Wizards—not even bucklers
  - Wizards cannot wear “armor” (torso slot) other than a robe