

Character true name: _____
 Concealed name: _____
 Player name: _____

At first tier you are given 10 points to distribute based on your background in the 7 stats below. Additional points depend on your avatar choice and GM benevolence.

Character background attributes:

			<u>Hit points</u>
1	Proficiency	<input type="text"/>	times 4
2	STRENGTH	<input type="text"/>	times 3
3	DEXTERITY	<input type="text"/>	times 2
4	CONSTITUTION	<input type="text"/>	times 4
5	INTELLIGENCE	<input type="text"/>	times 1
6	WISDOM	<input type="text"/>	times 1
7	CHARISMA	<input type="text"/>	times 2

Total health points from the formula above giving character bass: _____

TEMPORARY HIT POINTS: times 1

All avartar Hit Points: times 1

Subtract current damage: times 1

TOTAL CURRENT CHARACTER HIT POINTS: _____

Renown Points Money

	Last 10 Blessings or Curses active	Casters name
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		