HIT POINTS

	=		+		+	
Total Hit Points		God/Chapter Bonus		Bonus From Items		Base Hit Points

ITEMS WORN

ARMOR:

HELMET:

BOOTS:

CLOAK:

GAUNTLET/BRACER:

AMULET:

RING 1:

RING 2:

BELT:

POSSESSIONS ON PERSON

GOLD:

GOD/CHAPTER LEVEL CHOICES

POSSESSIONS NOT ON PERSON