

CHARACTER NAME _____

RACE _____

HOMELAND _____

ORDERS _____

ELITE ORDERS _____

AGE _____

BIRTH DATE _____

HEIGHT _____

HAIR _____

SKIN _____

GENDER _____

SIZE _____

WEIGHT _____

EYES _____

HANDEDNESS _____

THE LORD OF THE RINGS

ROLEPLAYING GAME

CHARACTER RECORD SHEET

PLAYER NAME _____

CHRONICLE _____

ATTRIBUTES

	PERCEP	STR	WITS	ATTR MOD
BEARING	☐	☐	☐	☐
NIMBLENESS	☐	☐	☐	☐
PERCEPTION	☐	☐	☐	☐
STRENGTH	☐	☐	☐	☐
VITALITY	☐	☐	☐	☐
WITS	☐	☐	☐	☐

ARMOUR & SHIELD

ARMOUR WORN _____

DAMAGE ABSORBED ☐ NIMBLENESS PENALTY ☐

SHIELD CARRIED _____

DEFENSE DOWNS ☐ RANGED ATTACK MOD ☐

	MODIFIER	TOTAL
RENOWN	☐	☐
COURAGE	☐	☐
CORRUPTION	☐	☐

	ATTR MOD	PERC MOD	TOTAL
DEFENCE	☐	☐	☐
INITIATIVE	☐	☐	☐

REACTIONS

	PERCEP	ATTR MOD	STR MOD	TOTAL
STAMINA	☐	☐	☐	☐
SWIFTNES	☐	☐	☐	☐
WILLPOWER	☐	☐	☐	☐
WISDOM	☐	☐	☐	☐

HEALTH

	PENALTY	TOTAL
HEALTHY	0	☐
DAZED	-1	☐
INJURED	-3	☐
WOUNDED	-5	☐
INCAPACITATED	-7	☐
NEAR DEATH	-9	☐

WEARINESS

	TOTAL	PENALTY
HALE	0	☐
WINDED	-1	☐
TIRED	-2	☐
WEARY	-4	☐
SPENT	-8	☐
* EXHAUSTED		☐

SKILLS

SPECIALTY	TEST CAT	ATTRIBUTE	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
ACROBATICS*	P	NM				
ATTRAINE	A	WITS				
ARMED COMBAT*	P	NM				
CLIMB*	P	STR				
CONCEAL*	P	WITS				
CRAFT	P	NM				
DEBATE*	S	WITS				
GAMES*	P	NM				
GUIN	A	WITS				
HEALING	P	WITS				
INQUIRE*	S	BRG				
INSIGHT*	S	PER				
INTIMIDATE*	S	BRG				
JUMP*	P	STR				
LANGUAGE	A	WITS				
LEGERDEMAIN	P	NM				
LORE	A	WITS				

SPECIALTY	TEST CAT	ATTRIBUTE	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
MIMICRY	P	BRG				
OBSERVE*	P	PER				
PERFORM*	S	BRG				
PERSUADE*	S	BRG				
RANGED COMBAT*	P	NM				
RIDE*	P	BRG				
RUN*	P	STR				
SEA-CRAFT	P	WITS				
SEARCH*	P	PER				
SEIGE-CRAFT	P	WITS				
SMITH-CRAFT	P	STR				
STEALTH*	P	NM				
STONECRAFT	P	STR				
SURVIVAL*	P	PER				
SWIM*	P	STR				
TEAMSTER*	P	STR				
TRACK	P	WITS				
UNARMED COMBAT*	P	NM				
WILDERNESS	P	PER				

* Can be used untrained

WEAPONS

WEAPON	RANGE	DAMAGE	PARRY BONUS	SIZE	SPECIAL

EQUIPMENT & GEAR

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

TOTAL WEIGHT CARRIED

CURRENT BURDEN

MOVEMENT

MONEY

COPPER PENNIES (CP)

SILVER PENNIES (SP)

= 100 CP

SILVER PIECES (SP)

= 1 SP

GOLD PENNIES (GP)

= 1 GP

GOLD PIECES (GP)

= 1 GP

OTHER POSSESSIONS

EXPERIENCE

EXPERIENCE POINTS (XP)

ADVANCEMENTS

RACIAL ABILITIES

ORDER ABILITIES

EDGES

FLAWS

SPELLS

[illegible]

ENCHANTED AND HEROIC ITEMS

FAMILY & LINEAGE

ALLIES & FRIENDS

ENEMIES

ANIMAL COMPANIONS/HENCHIMEN

NAME/TYPE	DFG/MOD	NON/MOD	FRG/MOD	STR/MOD	WTR/MOD	WTS/MOD	STR/EN	SWIF/EN	BLF/EN	WIND/EN	HEAL/EN
SKILLS											
SPECIAL ABILITIES											
SKILLS											
SPECIAL ABILITIES											
SKILLS											
SPECIAL ABILITIES											

DESCRIPTION

CHARACTER SKETCH/SYMBOL

PERSONALITY

BACKGROUND & NOTES

QUOTES