

THE LORD OF THE RINGS ROLEPLAYING GAME

CHARACTER NAME:

PLAYER NAME:

CHRONICLE:

ORDERS:

ELITE ORDERS:

ADVANCEMENTS:

RACE:

AGE:

GENDER:

HAIR:

EYES:

SIZE:

HEIGHT:

WEIGHT:

ATTRIBUTES

	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
BEARING	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
NIMBLENESS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PERCEPTION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
STRENGTH	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
VITALITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WITS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

REACTIONS

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
STAMINA	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SWIFTNES	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WILLPOWER	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WISDOM	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CORRUPTION	<input type="radio"/>	MISC. MODIFIER	TOTAL

INITIATIVE

	NIMBLENESS MODIFIER	MISC. MODIFIER	TOTAL
INITIATIVE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

DEFENCE 10+

	NIMBLENESS MODIFIER	MISC. MODIFIER	TOTAL
DEFENCE 10+	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

REOWN

	REOWN MODIFIER	TOTAL
REOWN	<input type="radio"/>	<input type="radio"/>

COURAGE

	MISC. MODIFIER	TOTAL
COURAGE	<input type="radio"/>	<input type="radio"/>

SKILLS

RACIAL ABILITIES

ORDER ABILITIES

EDGES

FLAWS

SKILL	GROUP (SPECIALIZATION)	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL RANK
Acrobatics†		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Appraise		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Armed Combat†		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Climb†		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Conceal†		P	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Craft		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Debate†		S	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Games†		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Guise		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Healing		P	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Inquire†		S	Brg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Insight†		S	Per	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Inspire†		S	Brg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Intimidate†		S	Brg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Jump†		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Language		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Language		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Legerdemain		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Lore		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Lore		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Lore		A	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mimicry		P	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Observe†		P	Per	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Perform†		S	Brg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Persuade†		S	Brg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ranged Combat†		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ride†		P	Brg	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Run†		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sea-craft		P	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Search†		P	Per	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Siegecraft		P	Per	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Smithcraft		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Stealth†		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Stonecraft		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Survival†		P	Per	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Swim†		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Teamster†		P	Str	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Track		P	Wits	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Unarmed Combat†		P	Nim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Weather-sense		P	Per	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

