

# 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"/>	<input type="radio"/>	<input type="radio"/>

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

## RACIAL ABILITIES

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## SKILLS

SKILL	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL RANK
Aerobatics	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"/>
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"/>
Mimicry	P	Brg	<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	Wits	<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"/>

## ORDER ABILITIES

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## EDGES

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## FLAWS

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