Character Name _____

Race _____ Age _____ Gender _____

Homeland _____ Birth Date _____ Size _____

Orders _____ Height _____ Weight _____

_____ Hair _____ Eyes _____

Elite Orders _____ Skin _____ Handedness _____

The Lord of the Rings Roleplaying Game

Character Record Sheet

Player Name _____

Chronicle _____

Attributes

	FAV	ORIG	RACIAL MOD	TOTAL	ATTR MOD
Bearing	❑				
Nimbleness	❑				
Perception	❑				
Strength	❑				
Vitality	❑				
Wits	❑				

Armour & Shield

Armour Worn _____

DAMAGE ABSORBED ____ NIM PENALTY ____

Shield Carried _____

PARRY BONUS ____ RANGED ATT MOD ____

	MODIFIER	TOTAL
Renown		
Courage		
Corruption		

	NIM MOD	MISC MOD	TOTAL
Defence			
Initiative			

Reactions

	FAV	ATTR MOD	MISC MOD	TOTAL
Stamina	❑			
Swiftness	❑			
Willpower	❑			
Wisdom	❑			

Health

	PEN	TOTAL
Healthy	0	
Dazed	–1	
Injured	–3	
Wounded	–5	
Incapacitated	–7	
Near Death	–9	

Weariness

TOTAL	PEN	
	0	Hale
	–1	Winded
	–2	Tired
	–4	Weary
	–8	Spent
	*	Exhausted

Skills

	SPECIALTY	TEST CAT	ATTR	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
Acrobatics*		P	Nim				
Appraise		A	Wits				
Armed Combat*		P	Nim				
Climb*		P	Str				
Conceal*		P	Wits				
Craft		P	Nim				
Debate*		S	Wits				
Games*		P	Nim				
Guise		A	Wits				
Healing		P	Wits				
Inquire*		S	Brg				
Insight*		S	Per				
Inspire*		S	Brg				
Intimidate*		S	Brg				
Jump*		P	Str				
Language		A	Wits				
Legerdemain		P	Nim				
Lore		A	Wits				

	SPECIALTY	TEST CAT	ATTR	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
Mimicry		P	Brg				
Observe*		P	Per				
Perform*		S	Brg				
Persuade*		S	Brg				
Ranged Combat*		P	Nim				
Ride*		P	Brg				
Run*		P	Str				
Sea-craft		P	Wits				
Search*		P	Per				
Siegecraft		P	Wits				
Smithcraft		P	Str				
Stealth*		P	Nim				
Stonecraft		P	Str				
Survival*		P	Per				
Swim*		P	Str				
Teamster*		P	Str				
Track		P	Wits				
Unarmed Combat*		P	Nim				
Weather-sense		P	Per				

* Can be used untrained

Weapons

Weapon	Ranges	Damage	Parry Bonus	Size	Special

Equipment & Gear

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt

Total Weight Carried | Current Burden | Movement

Money

Copper Pennies (cp)

Silver Pennies (sp)
= 100 cp

Silver Pieces (SP)
= 4 sp

Gold Pennies (gp)
= 1 sp

Gold Pieces (GP)
= 4 gp

Other Possessions

Experience

Experience Points (XP)

Advancements

Racial Abilities

Order Abilities

Edges

Flaws

spells

SPELL NAME	CASTING TIME	RANGE	DURATION	TARGET NUMBER	COST	METHOD	SPECIALTY	NOTES

enchanted and heroic items

family & lineage

allies & friends

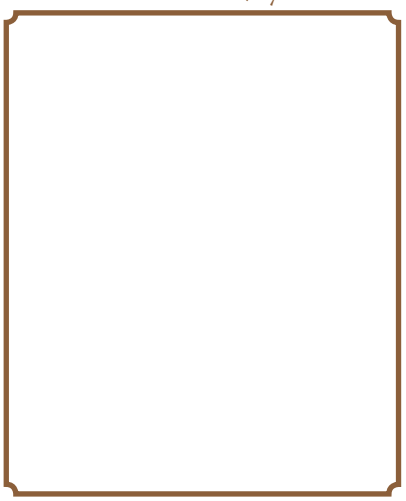
enemies

animal companions/henchmen

NAME/TYPE	BRG/MOD	NIM/MOD	PER/MOD	STR/MOD	VIT/MOD	WITS/MOD	STAMINA	SWIFT-NESS	WILL-POWER	WISDOM	HEALTH
Skills											
Special Abilities											
Skills											
Special Abilities											
Skills											
Special Abilities											

Description

Character Sketch/Symbol



Personality

Background & Notes

Quotes

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