

# LORD OF THE RINGS

NAME:

RACE:

ORDERS:

GENDER:  AGE:  SIZE:

## ATTRIBUTES

	Species Modifier	Total	Attribute Modifier
BEARING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NIMBLENESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PERCEPTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STRENGTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
VITALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WITS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## REACTIONS

	Attribute Modifier	Misc.	Total
STAMINA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWIFTNESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WILLPOWER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WISDOM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

  

	Nimble	Modifier	Total
INITIATIVE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEFENSE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Modifier	Total
RENOWN	<input type="checkbox"/>	<input type="checkbox"/>
COURAGE	<input type="checkbox"/>	<input type="checkbox"/>

## NOTES

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## HEALTH

	Total	Penalty
HEALTHY	<input type="checkbox"/>	0
DAZED	<input type="checkbox"/>	-1
INJURED	<input type="checkbox"/>	-3
WOUNDED	<input type="checkbox"/>	-5
INCAPACITATED	<input type="checkbox"/>	-7
NEAR DEATH	<input type="checkbox"/>	-9

## WEARINESS

Hale	Winded	Tired	Weary	Spent	Exhausted
<input type="checkbox"/> 0	<input type="checkbox"/> -1	<input type="checkbox"/> -2	<input type="checkbox"/> -4	<input type="checkbox"/> -8	<input type="checkbox"/> *

## SKILLS

Skill	Specialty	Category	Attribute	Bonus	Misc	Rank	Note/Affinity	Total
Acrobatics <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Armed Combat - <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Climb <input type="checkbox"/>	<input type="checkbox"/>	P	Str					<input type="checkbox"/>
Conceal <input type="checkbox"/>	<input type="checkbox"/>	P	Wits					<input type="checkbox"/>
Craft - <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Games <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Healing <input type="checkbox"/>	<input type="checkbox"/>	P	Wits <input type="checkbox"/>					<input type="checkbox"/>
Insight <input type="checkbox"/>	<input type="checkbox"/>	S	Per					<input type="checkbox"/>
Jump <input type="checkbox"/>	<input type="checkbox"/>	P	Str					<input type="checkbox"/>
Language - Westron <input type="checkbox"/>	<input type="checkbox"/>	A	Wits					<input type="checkbox"/>
Language - <input type="checkbox"/>	<input type="checkbox"/>	A	Wits					<input type="checkbox"/>
Language - <input type="checkbox"/>	<input type="checkbox"/>	A	Wits					<input type="checkbox"/>
Legerdemain <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Lore - <input type="checkbox"/>	<input type="checkbox"/>	A	Wits					<input type="checkbox"/>
Lore - <input type="checkbox"/>	<input type="checkbox"/>	A	Wits					<input type="checkbox"/>
Lore - <input type="checkbox"/>	<input type="checkbox"/>	A	Wits					<input type="checkbox"/>
Observe <input type="checkbox"/>	<input type="checkbox"/>	P	Per					<input type="checkbox"/>
Ranged Combat - <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Ride <input type="checkbox"/>	<input type="checkbox"/>	P	Brg					<input type="checkbox"/>
Run <input type="checkbox"/>	<input type="checkbox"/>	P	Str					<input type="checkbox"/>
Search <input type="checkbox"/>	<input type="checkbox"/>	P	Per					<input type="checkbox"/>
Siegecraft <input type="checkbox"/>	<input type="checkbox"/>	P	Wits					<input type="checkbox"/>
Stealth <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>
Swim <input type="checkbox"/>	<input type="checkbox"/>	P	Str					<input type="checkbox"/>
Track <input type="checkbox"/>	<input type="checkbox"/>	P	Wits					<input type="checkbox"/>
Unarmed Combat <input type="checkbox"/>	<input type="checkbox"/>	P	Nim					<input type="checkbox"/>

## WEAPONS

Weapon	Attack	Parry	Damage	Range	Size	Special
	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/>	<input type="checkbox"/>				
	<input type="checkbox"/>	<input type="checkbox"/>				

## ARMOUR

Armour Type	Absorbs	Nimble
	<input type="checkbox"/>	<input type="checkbox"/>

## SHIELD

Shield Type	Parry	Ranged
	<input type="checkbox"/>	<input type="checkbox"/>