

Character Sheet - Lord of the Rings RPG



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="text"/>	<input type="text"/>	<input type="text"/>
Nimbleness	<input type="text"/>	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	<input type="text"/>	<input type="text"/>
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Vitality	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wits	<input type="text"/>	<input type="text"/>	<input type="text"/>

Reactions

	Attribute Modifier	Misc. Modifier	Total
Stamina	<input type="text"/>	<input type="text"/>	<input type="text"/>
Swiftiness	<input type="text"/>	<input type="text"/>	<input type="text"/>
Willpower	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Misc. Modifier	Total
Corruption	<input type="text"/>	<input type="text"/>

Initiative

	Nimbleness Modifier	Misc. Modifier	Total
Initiative	<input type="text"/>	<input type="text"/>	<input type="text"/>

Defence 10+

	Nimbleness Modifier	Misc. Modifier	Total
Defence 10+	<input type="text"/>	<input type="text"/>	<input type="text"/>

Renown

	Renown Modifier	Total
Renown	<input type="text"/>	<input type="text"/>

Courage

	Misc. Modifier	Total
Courage	<input type="text"/>	<input type="text"/>

Racial Abilities

Order Abilities

Edges

Flaws

Health

	Penalty	Total Health
Healthy	0	<input type="text"/>
Dazed	-1	<input type="text"/>
Injured	-3	<input type="text"/>
Wounded	-5	<input type="text"/>
Incapacitated	-7	<input type="text"/>
Near Death	-9	<input type="text"/>



Wealth

Copper Pennies (cp)	<input type="text"/>
Silver Pennies (sp)	<input type="text"/>
Silver Pieces (SP)	<input type="text"/>
Gold Pennies (gp)	<input type="text"/>
Gold Pieces (GP)	<input type="text"/>

Weariness

	Effect	Total
Hale (Fully Rested)	0	<input type="text"/>
Winded	-1	<input type="text"/>
Tired	-2	<input type="text"/>
Weary	-4	<input type="text"/>
Spent	-8	<input type="text"/>
Exhausted	*	<input type="text"/>

