Simple *The Lord of the Rings Roleplaying Game* Character Sheet Expansions may be necessary

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Character Name:																		
Player Name:																		
Chronicle:																		
Orders:	•			F	Race				Size:									
Elite Orders:					Age			air:			Height:							
Advancements:						Gende	er		E	yes:			Weight					
	Species Modi	fier	Total	Attribute	e M	Iodifier	r		Spec	cies Mod	ifier	Tota	al	Attribute	М	odifier		
Bearing							Stre	rength										
Nimbleness							Vita	lity										
Perception						Wit	S											
	Attribute Mod	lifier Misc. Mo		. Modifie	ier Total					Attribute Modifie			Misc. Modifier			Total		
Stamina							Willp	ower										
Swiftness	Swiftness				Wisdom													
			NC NC 110							T.	T-4-1							
G .:				Misc. Modifier							10	Total						
Corruption	T .	tiative Modifier Misc. Modifier							Т	Total								
T '.' .'					er		MIS	Misc. Modifier				Total						
	Initiative																	
Defense 10+				N 1.C					T 1									
D			Modifie	er					Total									
Renown																		
Courage																		
Racial Abiliti	es:																	
Order Abilitie	es:																	

Edges:													
Flaws:													
l laws.													
Skills:		T	T		T			T		1			
Skill	Test Category	Attribute	Attribute Modifier	Skill Rank	Misc. Modifier	Total Rank	Skill	Test Category	Attribute	Attribute Modifier	Skill Rank	Misc. Modifier	Total Rank
Acrobatics	P	Nim	Modifier	runk	Woulder	runk	Observe	P	Per	Wiedifier	Tunk	Modifier	runk
Appraise	A	Wits					Perform	S	Brg				
Armed Combat	P	Nim					Persuade	S	Brg				
Climb	P	Str					Ranged Combat	P	Nim				
Conceal	P	Wits					Ride	P	Brg				
Craft	P	Nim					Sea-craft	P	Wits				
Debate	S	Str					Run	P	Str				
Games	P	Nim					Search	P	Per				
Guise	A	Wits					Siegecraft	P	Wits				
Healing	P	Wits					Smitheraft	P	Str				
Inquire	S	Brg					Stealth	P	Nim				
Insight	S	Per					Stonecraft	P	Str				
Inspire	S	Brg					Survival	P	Per				
Intimidate	S	Brg					Swim	P	Str				
Jump	P	Str					Teamster	P	Str				
Language	A	Wits					Track	P	Wits				
Legerdemain	P	Nim					Unarmed Combat	P	Nim				
Lore	A	Wits					Weather Sense	P	Per				
Mimicry	P	Brg											
Equipment a	and Gaa	r ·											
Equipment	and Oca	1.											

Background:																							
Notes:																							
Health:	Penalty: Total: Below are the indicator levels. Remove these cells (or fill them in in ink if using a per the total health for each level.										a pen	ı) unti	l the	numbe	er left	is equ	al to						
Healthy	0																						
Dazed	-1																						
Injured	-3																						
Wounded	-5																						
Incapacitated	-7																						
Near Death	-9																						
Wealth:						W	/eari	ine	ess:	l													
	Total:						Name/Effect:								Cross these off as your weariness falls.								
Copper Pennies	Hale: 0																						
Silver Pennies	Winded: -1																						
Silver Pieces	Tired: -2																						
Gold Pennies		+	Weary: -4																				
Gold Pieces										-8													
						_	xhaı		ted	:				*									
Weapons:																							
Name R	anges	Damage]	Par	ry l	Bo	nus	Size				5	Special										
						_					_						_		_			_	
			T																				