



REACTIONS

	Die Roll	Racial Modifiers	Total	Acrobatic Modifiers
Bearing <input type="checkbox"/>				
Nimbleness <input type="checkbox"/>				
Perception <input type="checkbox"/>				
Strength <input type="checkbox"/>				
Vitality <input type="checkbox"/>				
Wits <input type="checkbox"/>				

	Numbness Modifier	Disc. Modifier	Total
Defense 10+			

	Renown Modifier	Total
Renown		

	Penalty	Total Health	health	vitality + Sex CD
HEALTHY	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
DAZED	-1	<input type="text"/>	<input type="text"/>	<input type="text"/>
INJURED	-3	<input type="text"/>	<input type="text"/>	<input type="text"/>
WOUNDED	-5	<input type="text"/>	<input type="text"/>	<input type="text"/>
INCAPACITATED	-7	<input type="text"/>	<input type="text"/>	<input type="text"/>
NEAR DEATH	-9	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEARINESS		Penalty (Diff+Skill)
hale (fully rested)	0	
winded	-1	
tired	-2	
weary	-4	
spent	-8	
exhausted	-10	

ARMOR & SHIELD

Type Worn

Hauberk?	<input type="checkbox"/>	Plates?	<input type="checkbox"/>
Damage Absorbed	<input type="checkbox"/>	Nimbleness Penalty	<input type="checkbox"/>

Shield Carried

Parry Bonus	<input type="checkbox"/>	Ranged Attack Mod	<input type="checkbox"/>
Dodge	<input type="checkbox"/>	Offhand Penalty	<input type="checkbox"/>

Swiftness Mod

Equipment

SKILLS

[illegible]

Racial/Order Abilities

Name	Modifier	Effect	Imp?

Spells

[illegible]

Edges/Flaws

Name	Modifier	Effect	Imp?



Lord of the Rings Roleplaying Game

ATTRIBUTES

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

REACTIONS

NPC Name: _____
Race: _____ Nationality: _____
Orders: _____
Elite Orders: _____

Advances

	Acrobatic Modifiers	Disc. Modifiers	Total
Stamina <input type="checkbox"/>			
Swiftness <input type="checkbox"/>			
Willpower <input type="checkbox"/>			
Wisdom <input type="checkbox"/>			
Defense 10+ <input type="checkbox"/>			

	Stamina Modifiers	Disc. Modifiers	Total
Initiative			
		Disc. Modifiers	Total
Courage			
		Renown Modifiers	Total
Renown			

	Penalty	Total Health	health	vitality + Str Mod
healthy	0			
DAZED	-1			
INJURED	-3			
WOUNDED	-5			
INCAPACITATED	-7			
NEAR DEATH	-9			

	Penalty	WEARINESS	Penalty
hale (fully rested)	0		
WINDED	-1		
TIRE	-2		
WEARY	-4		
SPENT	-8		
EXHAUSTED	-10		

ARMOR & SHIELD	
Type Worn	
Hauberk? <input type="checkbox"/>	Plates? <input type="checkbox"/>
Damage Absorbed <input type="text"/>	Nimbleness Penalty <input type="text"/>
Shield Carried	
Parry Bonus <input type="text"/>	Ranged Attack Mod <input type="text"/>
Dodge Swiftness Mod <input type="text"/>	Offhand Penalty <input type="text"/>

Weapon	Type	Damage plus Str Mod	Parry Bonus	Size	Weight	Ranges PB/S/M/L/X+S	Description/Special

Equipment

SKILLS

Skill Name	Specialty	Core Category	Accuracy	Accuracy Modifiers	Skill Rank	Disc. Modifiers	Total Rank

Racial/Order Abilities

Name	Modifier	Effect	Imp?

Spells

Name	Costing Time	Range	Duration	Weakness TN

Edges/Flaws

Name	Modifier	Effect	Imp?