

ADVENTURES IN MIDDLE-EARTH™

class & level	back-ground	player name
culture	shadow weakness	experience points

character name

Strength	<input type="radio"/> Inspiration
Dexterity	<input type="radio"/> Proficiency Bonus
Constitution	<p>saving throws</p> <input type="radio"/> Strength <input type="radio"/> Dexterity <input type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Corruption <input type="radio"/> Charisma
Intelligence	<p>skills</p> <input type="radio"/> Acrobatics (Dex) <input type="radio"/> Animal Handling (Wis) <input type="radio"/> Athletics (Str) <input type="radio"/> Deception (Cha) <input type="radio"/> History (Int) <input type="radio"/> Insight (Wis) <input type="radio"/> Intimidation (Cha) <input type="radio"/> Investigation (Int) <input type="radio"/> Lore (Int) <input type="radio"/> Medicine (Wis) <input type="radio"/> Nature (Int) <input type="radio"/> Perception (Wis) <input type="radio"/> Performance (Cha) <input type="radio"/> Persuasion (Cha) <input type="radio"/> Riddle (Int) <input type="radio"/> Shadow-lore (Int) <input type="radio"/> Sleight of Hand (Dex) <input type="radio"/> Stealth (Dex) <input type="radio"/> Survival (Wis) <input type="radio"/> Traditions (Int)
Wisdom	
Charisma	
Shadow	
Permanent	

Armour Class	Initiative	Speed
current hit points		
Hit Point Maximum _____		
temporary hit points	miserable	
hit dice	death saves	
Total _____	Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

character traits

Distinctive Quality

Speciality

Hope

Despair

attacks

Name	Atk Bonus	Damage/Type

features, traits, and virtues

Passive Perception (wisdom)

other proficiencies & languages

equipment

G _____

S _____

C _____

Standard of Living

ADVENTURES IN MIDDLE-EARTH™

character name

age	height	weight
eyes	skin	hair

character appearance

allies and patrons

symbol

Name

character backstory

additional features and traits

treasure