# Adventures in Middle-earth

## Character Name

- **Strength**
- **Dexterity**
- **Constitution**
- **Intelligence**
- **Wisdom**
- **Charisma**

### Saving Throws
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Corruption
- Charisma

### Skills
- Acrobatics (Dex)
- Animal Handling (Wis)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Lore (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Pick Pocket (Int)
- Shadow lore (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)
- Traditions (Int)

### Passive Perception (Wisdom)

### Other Proficiencies & Languages

## Character Traits

### Distinctive Quality

### Specialty

### Hope

### Despair

## Other Proficiencies & Languages

## Equipment

- **G**
- **S**
- **C**

## Features, Traits, and Virtues

## Class & Level

## Background

## Player Name

## Culture

## Shadow Weakness

## Experience Points

## Armour Class

## Initiative

## Speed

## Current Hit Points

## Hit Dice

## Death Saves

## Attack

<table>
<thead>
<tr>
<th>Name</th>
<th>Attack Bonus</th>
<th>Damage/Type</th>
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## Equipment

- Standard of Living