

# ADVENTURES IN MIDDLE-EARTH™

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

character name

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Shadow

Permanent

Inspiration

Proficiency Bonus

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)

Riddle (Int)

Shadow-lore (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

Traditions (Int)

Armour Class	Initiative	Speed
current hit points		
Hit Point Maximum		
temporary hit points	miserable	
hit dice	death saves	
Total	Successes	Failures

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