

ADVENTURES IN MIDDLE-EARTH™

character name

class &
level

back-
ground

player
name

culture

shadow
weakness

experience
points

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

Total

death saves

Successes

Failures

character traits

Distinctive Quality

Specialty

Hope

Despair

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