

# ADVENTURES IN MIDDLE-EARTH™

character name

class &  
level

back-  
ground

player  
name

culture

shadow  
weakness

experience  
points

Strength

Inspiration

Dexterity

Proficiency Bonus

Constitution

saving throws

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Corruption
- ☐ Charisma

Intelligence

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)

Wisdom

Charisma

Shadow

Permanent

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