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| --- | --- | --- | --- |
| Players Name |  | Character Name |  |
| Profession |  | Race |  |
| Realm |  | Culture |  |
| XP Next Level | See Roll20 | Level | 4 |
| Height | x’ x”/x pounds | Age/Max |  |
| BMR | 20+stride+qu/2’ | Eyes/Hair |  |
| Recovery Mult. | X | Sex | Male |
| Fate Points | See Roll20 | Weight Allowance | x pounds |
| Follower/Grace |  | Initiative |  |

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|  |  | **Stat** | **Stat**  **Bonus** | **Race**  **Bonus** | **Total**  **Bonus** |
| AG |  |  |  |  |  |
| CO |  |  |  |  |  |
| EM |  |  |  |  |  |
| IN |  |  |  |  |  |
| ME |  |  |  |  |  |
| PR |  |  |  |  |  |
| QU |  |  |  |  |  |
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| **Hits** |  | | | | **Endurance(new)** | |  | | **Power Points** | |  | |
| **Recovery** | **x/4 hours sleep** | | | |  | |  | | **Recovery** | | **x/9 hours rest** | |
|  | **x/8 hours sleep** | | | |  | |  | |  | |  | |
| **Armor Type** | | **AT** | **QU** | **Armor** | | **Helm** | | **Shield** | | **Other** | | **Total DB** |
|  | |  |  |  | |  | |  | |  | |  |

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| Weapon | Fumb | Draw/  Load | Item  Bonus | 25’ | 50’ | 75’ | 100’ | 125’ | 150’ | 200’ | ¼  OB/DB | ½  OB/DB | ¾  OB/DB | Full  OB/DB |
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| **Skills** | |  | |  |
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| **Lore** | | **Ranks/Knowledge Tiers** | |  |
| Region Lore: Own: Gondor + | | 6; Student; Good understanding and recall of all major topic areas, as well as basic details. | | |
| Region Lore: Misty Mountains + | | 8; Student; Good understanding and recall of all major topic areas, as well as basic details. | | |
| Racial Lore: Elves + | | 7; Student; Good understanding and recall of all major topic areas, as well as basic details. | | |
| Racial Lore: Orcs + | | 7; Student; Good understanding and recall of all major topic areas, as well as basic details. | | |
| Religion/Philosophy Lore + | | 2; Novice; Introductory knowledge with details on a few topics. | | |
| Spell Lore + | | 2; Novice; Introductory knowledge with details on a few topics. | | |
| **Languages** | |  | |  |
| Westron (Gondor Common) + | | 7; True fluency. Allows conversation with the most learned native speakers. | | |
| Quenya (Noldor Elf) + | | 5; Allows user to converse freely in everyday conversation of average nature. | | |
| Adûnaic (Dúnedain) + | | 4; may converse on very simple subjects using whole sentences | | |
| Gûjâb (Common Orcish) + | | 4; may converse on very simple subjects using whole sentences | | |
| **Resistance Rolls** | |  | |  |
| Essence + | Channeling + | Mentalism + | Physical + | Fear + |

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| Item | Specials | Str | Cost | Weight  (pounds) |
| Armor | | | | |
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| Weapons & Special Items | | | | |
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| Normal Items | | | | |
| Adventures Pack |  |  |  |  |
| Clothes | Linen pants and shirt | - |  | 2.5 |
| Heavy Boots | Leather; Covers the feet | 20 |  | 3.5 |
| Backpack, leather | Hold 20 pounds, 1 cu’ | 45 |  | 3 |
| Scabbard (belt), leather | Holds one 1H weapon | 45 |  | 1 |
| Pouch | Hold 500 coins (5 pounds) | - |  | .5 |
| Waterskin | Holds 1 pint (.5 pounds) | - |  | .25 |
| Tinderbox | Wood; enough for 7 fires | - |  | .25 |
| Flint and steel | Starts a fire in 3 minutes | - |  | .5 |
| Bedroll (heavy) | Wool blanket, 4 seasons | - |  | 9 |
| Rope (superior) | Reinforced hemp 50' | 25 |  | 3 |
| Pot (cooking) | Iron, Holds 2 gallons | 80 |  | 2.5 |
|  |  |  |  |  |
| Trail Rations | 1 week of food |  |  |  |
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|  |  |  |  |  |
| Total Weight Carried | **X+x+x** |  |  | **x/x** |

**Bold items are magical.**

Spell Casting (x)

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Skill | # Ranks | Rank | Stat | Prof. | List Type | Spell  Mastery  Total | Total |
| Spell casting (Me/R/R) |  |  |  |  |  |  |  |
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| Spell List | Casting  Skill | Spell Mod | Total | Needed Roll  4 AP (-0) |
| Earth Law\* (Base)  1) Bake Clay, 2) Loosen Earth, 3) Stoneworking  4) Earthwall, 5) Cracks Call, 6) Repair  7) Stonewall, 8) Earthen Spikes, 9) Stone/Earth  10) Earthwall True, 11) Earth/Mud, 12) Earth/Stone  13) Air Stop X, 14) Mud/Earth, 15) Unearth | +40  I  I  I  II  III | +0  +0  +0  -20  -40 | +40  +40  +40  +20  +0 | **06**  **06**  **06**  **06**  **06** |
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| --- | --- | --- | --- | --- |
| Spell List | Casting  Skill | Spell Mod | Total | Needed  Roll  4 AP (-0) |
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| --- | --- | --- | --- | --- |
| Spell List | Casting  Skill | Spell Mod | Total | Needed Roll  4 AP (-0) |
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**\*=Instantaneous Spell (0 AP). My Assumptions:** No Subtlety (spell casting is visible). **Needed Roll:** Success is a total >1.

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| **Misc.** |  |  |  |
| Fast Casting | -25 per AP (min 2 AP) |  |  |
| Over Casting | -20 per level |  |  |

(Spell Law Beta 2, page 37) Penalties from Subtlety, Hands, and Voice can be reduced via the **Magical Expertise: Spell Trickery** skill. Penalties due to equipment and helmets can be reduced via the **Magical Expertise: Transcendence** skill. If casting a spell above his own level (“overcasting” a spell), the caster suffers a -20 penalty to his SCR for each level of the spell more than his own level (e.g., a 7th level caster takes a -40 penalty when caster a 9th level spell). This penalty can be reduced via the **Magical Expertise: Grace** skill.

If a caster becomes stunned or rendered unconscious either during preparation or in the casting round before the casting action takes place, then cancel the spell but no power points are expended.

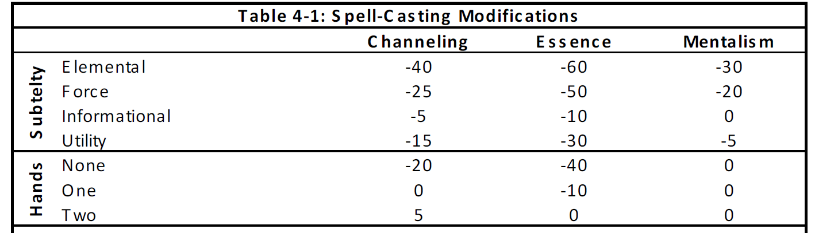
The current planned rule is no fatigue roll, preparation is never required but gives +10/round of prep to the SCR (max of +60), overcasting is -20 per level above the caster's level (reduced by Grace which is developed per spell list). This makes it more like RMSS but simpler and without needing the chart.

**Class I Spells:** These are all non-instantaneous spells of a level at least six less than the caster. These require no rounds of spell preparation prior to casting.

**Class II Spells:** These are all non-instantaneous spells with a level three to five less than the level of the caster. These require one round of spell preparation prior to casting. (-20 to cast forum suggested using as House rule)

**Class III Spells:** These are all non-instantaneous spells with a level equal to that of the caster or no more than two levels less than that of the caster. These require two rounds of spell preparation prior to casting. (-40 to cast forum suggested using as House rule)

**Class IV Spells:** These are all non-instantaneous spells with a level greater than that of the caster. These require three levels of spell preparation prior to casting. Note that casting such spells above one's own level (“overcasting”) also involves a penalty to the SCR.



Skill Bonus Worksheet (x)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Skill | # Ranks  (from Culture) | Rank | Stat | Prof. | Items | Misc. | Total |
| Animal (Ag/Em/Pr) |  |  |  |  |  |  |  |
| Animal Handling: Horse |  |  |  |  |  |  |  |
| Riding: Horse |  |  |  |  |  |  |  |
| Awareness (In/Re/SD) |  |  |  |  |  |  |  |
| Perception |  |  |  |  |  |  |  |
| Brawn (Co/SD/Co) |  |  |  |  |  |  |  |
| Body Development |  |  |  |  |  |  |  |
| Battle Expertise (None) |  |  |  |  |  |  |  |
| Maneuvering in Armor |  |  |  |  |  |  |  |
| Combat Training (varies) |  |  |  |  |  |  |  |
| Weapon Choices |  |  |  |  |  |  |  |
| 1 (Melee): Greater Hafted (St/St/Ag) |  |  |  |  |  |  |  |
| 2 (Unarmed): Sweeps (Ag/Ag/St) |  |  |  |  |  |  |  |
| Composition (Em/In/Re) |  |  |  |  |  |  |  |
| Writing |  |  |  |  |  |  |  |
| Speech Writing |  |  |  |  |  |  |  |
| Crafting (Ag/SD/Me) |  |  |  |  |  |  |  |
| Woodcraft |  |  |  |  |  |  |  |
| Culinary |  |  |  |  |  |  |  |
| Delving (Em/In/Pr) |  |  |  |  |  |  |  |
| Attunement\* |  |  |  |  |  |  |  |
| Runes\* |  |  |  |  |  |  |  |
| Environmental (In/Me/Re) |  |  |  |  |  |  |  |
| Survival: Mountains |  |  |  |  |  |  |  |
| Lore (Me/Me/Re) |  |  |  |  |  |  |  |
| Language: Westron (Gondor Common) |  |  |  |  |  |  |  |
| Language: Quenya (Noldor Elf) |  |  |  |  |  |  |  |
| Language: Adûnaic (Dúnedain) |  |  |  |  |  |  |  |
| Language: Gûjâb (Common Orcish) |  |  |  |  |  |  |  |
| Region Lore: Own: Gondor |  |  |  |  |  |  |  |
| Region Lore: Misty Mountains |  |  |  |  |  |  |  |
| Racial Lore: Elves |  |  |  |  |  |  |  |
| Racial Lore: Orcs |  |  |  |  |  |  |  |
| Religion/Philosophy Lore |  |  |  |  |  |  |  |
| Spell Lore (In) |  |  |  |  |  |  |  |
| Magical Expertise (None) |  |  |  |  |  |  |  |
| Transcendence |  |  |  |  |  |  |  |
| Spell Trickery |  |  |  |  |  |  |  |
| Grace (Light Law) |  |  |  |  |  |  |  |
| Grace (Rune Mastery) |  |  |  |  |  |  |  |
| Mental Discipline (Pr/SD/SD) |  |  |  |  |  |  |  |
| Mental Focus |  |  |  |  |  |  |  |
| Movement (Ag/St/Co) |  |  |  |  |  |  |  |
| Climbing |  |  |  |  |  |  |  |
| Running |  |  |  |  |  |  |  |
| Swimming |  |  |  |  |  |  |  |
| Flying |  |  |  |  |  |  |  |
| Power Manipulation (Em/Em/Co) |  |  |  |  |  |  |  |
| Power Development\* |  |  |  |  |  |  |  |
| Directed Spell: Shock Bolt (Em/Em/Ag) \* |  |  |  |  |  |  |  |
| Social (Em/In) |  |  |  |  |  |  |  |
| Influence (Pr) |  |  |  |  |  |  |  |
| Social Awareness (Em) |  |  |  |  |  |  |  |
| Trading (Pr) |  |  |  |  |  |  |  |
| Subterfuge (Ag/SD/In) |  |  |  |  |  |  |  |
| Stalking |  |  |  |  |  |  |  |
| Vocation (Em/Me/Re) |  |  |  |  |  |  |  |
| Administration: Bookkeeper |  |  |  |  |  |  |  |
| Service: Researcher |  |  |  |  |  |  |  |

Development History (x)

|  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | Skill | Culture | L1 | L2 | L3 | L4 | L5 | L6 | L7 | L8 | L9 | L10 |
|  | **Animal** |  |  |  |  |  |  |  |  |  |  |  |
|  | Animal Handling: Horse |  |  |  |  |  |  |  |  |  |  |  |
|  | Riding: Horse |  |  |  |  |  |  |  |  |  |  |  |
|  | **Awareness** |  |  |  |  |  |  |  |  |  |  |  |
|  | Perception |  |  |  |  |  |  |  |  |  |  |  |
|  | **Brawn** |  |  |  |  |  |  |  |  |  |  |  |
|  | Body Development |  |  |  |  |  |  |  |  |  |  |  |
|  | **Battle Expertise** |  |  |  |  |  |  |  |  |  |  |  |
|  | Maneuvering in Armor |  |  |  |  |  |  |  |  |  |  |  |
|  | **Combat Training (varies)** |  |  |  |  |  |  |  |  |  |  |  |
|  | **Weapon Choices** |  |  |  |  |  |  |  |  |  |  |  |
|  | 1 (Melee): Greater Hafted |  |  |  |  |  |  |  |  |  |  |  |
|  | 2 (Unarmed): Sweeps |  |  |  |  |  |  |  |  |  |  |  |
|  | **Composition** |  |  |  |  |  |  |  |  |  |  |  |
|  | Writing |  |  |  |  |  |  |  |  |  |  |  |
|  | Speech Writing |  |  |  |  |  |  |  |  |  |  |  |
|  | **Crafting** |  |  |  |  |  |  |  |  |  |  |  |
|  | Woodcraft |  |  |  |  |  |  |  |  |  |  |  |
|  | Culinary |  |  |  |  |  |  |  |  |  |  |  |
|  | **Delving** |  |  |  |  |  |  |  |  |  |  |  |
|  | Attunement |  |  |  |  |  |  |  |  |  |  |  |
|  | Runes |  |  |  |  |  |  |  |  |  |  |  |
|  | **Environmental** |  |  |  |  |  |  |  |  |  |  |  |
|  | Survival: Mountains |  |  |  |  |  |  |  |  |  |  |  |
|  | **Lore** |  |  |  |  |  |  |  |  |  |  |  |
|  | Language: Westron (Gondor Common) |  |  |  |  |  |  |  |  |  |  |  |
|  | Language: Quenya (Noldor Elf) |  |  |  |  |  |  |  |  |  |  |  |
|  | Language: Adûnaic (Dúnedain) |  |  |  |  |  |  |  |  |  |  |  |
|  | Language: Gûjâb dd(Common Orcish) |  |  |  |  |  |  |  |  |  |  |  |
|  | Region Lore: Gondor |  |  |  |  |  |  |  |  |  |  |  |
|  | Region Lore: Misty Mnts |  |  |  |  |  |  |  |  |  |  |  |
|  | Racial Lore: Elves |  |  |  |  |  |  |  |  |  |  |  |
|  | Racial Lore: Orcs |  |  |  |  |  |  |  |  |  |  |  |
|  | Religion/Philosophy Lore |  |  |  |  |  |  |  |  |  |  |  |
|  | Spell Lore |  |  |  |  |  |  |  |  |  |  |  |
|  | **Magical Expertise (None)** |  |  |  |  |  |  |  |  |  |  |  |
|  | Transcendence |  |  |  |  |  |  |  |  |  |  |  |
|  | Spell Trickery\* |  |  |  |  |  |  |  |  |  |  |  |
|  | Grace (Light Law) |  |  |  |  |  |  |  |  |  |  |  |
|  | Grace (Rune Mastery) |  |  |  |  |  |  |  |  |  |  |  |
|  | **Medical** |  |  |  |  |  |  |  |  |  |  |  |
|  | **Mental Discipline** |  |  |  |  |  |  |  |  |  |  |  |
|  | Mental Focus |  |  |  |  |  |  |  |  |  |  |  |
|  | **Movement** |  |  |  |  |  |  |  |  |  |  |  |
|  | Climbing |  |  |  |  |  |  |  |  |  |  |  |
|  | Running |  |  |  |  |  |  |  |  |  |  |  |
|  | Swimming |  |  |  |  |  |  |  |  |  |  |  |
|  | Flying |  |  |  |  |  |  |  |  |  |  |  |
|  | **Power Manipulation** |  |  |  |  |  |  |  |  |  |  |  |
|  | Power Development |  |  |  |  |  |  |  |  |  |  |  |
|  | Directed Spell: Bolt |  |  |  |  |  |  |  |  |  |  |  |
|  | **Social** |  |  |  |  |  |  |  |  |  |  |  |
|  | Influence |  |  |  |  |  |  |  |  |  |  |  |
|  | Social Awareness |  |  |  |  |  |  |  |  |  |  |  |
|  | Trading |  |  |  |  |  |  |  |  |  |  |  |
|  | **Total** |  |  |  |  |  |  |  |  |  |  |  |

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|  | Skill | Culture | L1 | L2 | L3 | L4 | L5 | L6 | L7 | L8 | L9 | L10 | L11 | L12 | L13 | L14 | L15 |
|  | **Subterfuge** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | Stalking |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | **Vocation** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | **Spell Casting** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | **Base Spells** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | **Open Spells** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | **Closed Spells** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | **Talents** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | **Total** |  | **X** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** | **50** |
|  | Totals |  |  | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 | 50 |

\*=Professional Skills pick 10 from profession categories for +1 per rank developed.

|  |  |  |
| --- | --- | --- |
| **Power Level** | **Stat Points** | **Development Points** |
| Heroic (Top 1%) | 20+2 level including L1 | Level 1 x/Race  Level 2+ 50/level |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Armor Type | Type | Maneuver | Missile | Perception |
| Heavy Cloth (AT 2) | **Light** | -20 | -5 | -5 |
| Soft Leather (AT 3) | **Light** | -25 | -5 | -5 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| AT 3 | Max Armor Penalty | Armor Skill | Lightweight | Total |
| Man. Mod | -25 | +15 | +5 | +0 |
| Missile Attack Penalty | -0 | N/A | +0 | +0 |
| Perception Penalty | -0 | N/A | +0 | +0 |

Resistance Worksheet

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **RRs vs.** | **Race** | **Stat** | **Item** | **Special** | **Total** |
| Essence (Em) | + | + |  | +10 My Realm | + |
| Channeling (In) | + | + |  |  | + |
| Mentalism (Pr) | + | + |  |  | + |
| Physical (Co) | + | + |  | Poison and Disease | + |
| Fear (SD) | + | + |  |  | + |

**Talents:**