

M·E·R·P

MIDDLE EARTH ROLEPLAYING
Character Record Sheet

Character Name: _____ Race: _____
 Height: _____ Weight: _____ Eyes: _____ Hair: _____
 Demeanor: _____ Profession: _____
 Special: _____ Level: _____
 Player Name: _____ Experience: _____

Stats	Abbr.	Value	Norm	Race	Total	Magic Realm: _____	Spell List	Chance
Strength	(St)	_____	_____	_____	_____	Power Points: _____	1. _____	()
Agility	(Ag)	_____	_____	_____	_____	Encumbrance: St _____ + _____ = _____	2. _____	()
Constitution	(Co)	_____	_____	_____	_____	Languages Rank 1. _____ () 2. _____ () 3. _____ () 4. _____ () 5. _____ () 6. _____ ()	3. _____	()
Intelligence	(Ig)	_____	_____	_____	_____		4. _____	()
Intuition	(It)	_____	_____	_____	_____		5. _____	()
Presence	(Pr)	_____	_____	_____	_____		6. _____	()
Appearance	(Ap)	_____	_____	_____	_____		7. _____	()
							8. _____	()
						9. _____	()	
						10. _____	()	

Skill Ranks				Skill Bonuses																											
Skills	5% Rank	2% Rank	1% Rank	Rank	Stat	Prof	Item	Item	Spec	Spec	Total																				
Movement and Maneuvers																															
No Armour	<input type="checkbox"/>	Maximum	_____	Ag	xxx	_____	_____	_____	+0	MM																				
Soft Leather	<input type="checkbox"/>	Number	_____	Ag	xxx	_____	_____	_____	-15	MM																				
Rigid Leather	<input type="checkbox"/>	of	_____	Ag	xxx	_____	_____	_____	-30	MM																				
Chain Armour	<input type="checkbox"/>	Ranks	_____	St	xxx	_____	_____	_____	-45	MM																				
Plate Armour	<input type="checkbox"/>		_____	St	xxx	_____	_____	_____	-60	MM																				
Weapon Skills (Offensive Bonuses)																															
1-h Edged	<input type="checkbox"/>		_____	St	_____	_____	_____	_____	_____	OB																				
1-h Concussion	<input type="checkbox"/>		_____	St	_____	_____	_____	_____	_____	OB																				
2-handed	<input type="checkbox"/>		_____	St	_____	_____	_____	_____	_____	OB																				
Pole-arms	<input type="checkbox"/>		_____	St	_____	_____	_____	_____	_____	OB																				
Missile	<input type="checkbox"/>		_____	Ag	_____	_____	_____	_____	_____	OB																				
Thrown	<input type="checkbox"/>		_____	Ag	_____	_____	_____	_____	_____	OB																				
General Skills																															
Climb	<input type="checkbox"/>		_____	Ag	_____	_____	_____	_____	_____	MM																				
Ride	<input type="checkbox"/>		_____	It	_____	_____	_____	_____	_____	MM																				
Swim	<input type="checkbox"/>		_____	Ag	_____	_____	_____	_____	_____	MM																				
Track	<input type="checkbox"/>		_____	Ig	_____	_____	_____	_____	_____	SM																				
Subterfuge Skills																															
Disarm Trap	<input type="checkbox"/>		_____	It	_____	_____	_____	_____	_____	SM																				
Pick Lock	<input type="checkbox"/>		_____	Ig	_____	_____	_____	_____	_____	SM																				
Stalk/Hide	<input type="checkbox"/>		_____	Pr	_____	_____	_____	_____	_____	SP																				
Ambush	<input type="checkbox"/>		_____	xxx	xxx	xxx	xxx	_____	_____	SP																				
Magical Skills																															
Directed Spells	<input type="checkbox"/>		_____	Ag	_____	_____	_____	_____	_____	OB																				
Read Runes	<input type="checkbox"/>		_____	Ig	_____	_____	_____	_____	_____	SM																				
Use Items	<input type="checkbox"/>		_____	It	_____	_____	_____	_____	_____	SM																				
Misc. Skills and Bonuses																															
Body Devel.	<input type="checkbox"/>		_____	Co	_____	_____	_____	_____	+5	SP																				
Perception	<input type="checkbox"/>		_____	It	_____	_____	_____	_____	_____	SM																				
<table border="1"> <thead> <tr> <th>OB Bonus</th> <th>Item</th> <th>Spec</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> Shield</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td><input type="checkbox"/> Helm</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td><input type="checkbox"/> Arm Greaves</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td><input type="checkbox"/> Leg Greaves</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>Armour Type</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> </tbody> </table>				OB Bonus	Item	Spec	Total	<input type="checkbox"/> Shield	_____	_____	_____	<input type="checkbox"/> Helm	_____	_____	_____	<input type="checkbox"/> Arm Greaves	_____	_____	_____	<input type="checkbox"/> Leg Greaves	_____	_____	_____	Armour Type	_____	_____	_____	Base spells xxx xxx Defensive Bonus xxx Ag xxx Leadership and Influence .. xxx Pr xxx Channeling RR xxx It xxx Disease RR xxx Co xxx Essence RR xxx Ig xxx Poison RR xxx Co xxx		OB DB SM RR RR RR	
OB Bonus	Item	Spec	Total																												
<input type="checkbox"/> Shield	_____	_____	_____																												
<input type="checkbox"/> Helm	_____	_____	_____																												
<input type="checkbox"/> Arm Greaves	_____	_____	_____																												
<input type="checkbox"/> Leg Greaves	_____	_____	_____																												
Armour Type	_____	_____	_____																												
Secondary Skills																															
_____	<input type="checkbox"/>		_____	_____	_____	_____	_____	_____	_____	_____																				
_____	<input type="checkbox"/>		_____	_____	_____	_____	_____	_____	_____	_____																				

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MIDDLE EARTH ROLEPLAYING
Character Sheet Page 2

Contacts and Friends

Name	Profession	Where to find

Personal Wealth

Mithril Pieces:	Sems:
Gold Pieces:	Jewels:
Silver Pieces:	Other:
Bronze Pieces:	
Copper Pieces:	
Tin Pieces:	

Equipment / Trappings

Magical Items

Item	#	Weight	Item	#	Weight

Background, Notes and Misc.

Riding Animal

Animal

Name: _____
 Mount: _____ Riding Bonus: _____
 Speed: _____ OB: _____ DB: _____ Hits: _____
 Notes: _____

Name: _____
 Animal type: _____ Riding Bonus: _____
 Speed: _____ OB: _____ DB: _____ Hits: _____
 Notes: _____