"Bring back all the news you can, and any old songs and tales you can come by."

— Bilbo Baggins, The Fellowship of the Ring

# Your Story...

o matter your character's powers or predilections, here is the parchment on which to record his legend and his ongoing exploits. This exhaustive journal gives you a place to set down everything related to your character—his attributes, skills, spells, traits, background, and history. Maybe even a song or two...

No self-respecting hero should sit down at the gaming table without one.

## The Hero's Journal includes:

- \* An expanded character record, with additional space for every attribute, trait, skill, and spell your character possesses.
- \* Space for recording your character's history, background, and exploits, in the spirit of a true traveler's journal.
- \* A detailed breakdown of character generation that guides you through the process step-by-step.



**(€** No. 103523



NEW LINE CINEMA



# CRD OF RINGS ROLEPLAYING GAMES



Hero's Journal



CHARACTER NAME: _	
PLAYER NAME:	
CHRONICI E.	

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## CHARACTER GENERATION SUMMARY

#### STEP 1: CONCEPT

Think about what sort of hero you want your character to be. What heroic qualities does he have? What is his personality like? What are his goals and motivations, his unique weaknesses and strengths? Keep this picture of your hero in mind as you move through the actual character creation process.

#### STEP 2: PRIMARY ATTRIBUTES

Your Narrator will tell you which attribute generation method his chronicle uses: the random method or the pick method.

1) Random method: Roll 2d6 nine times and keep the six highest results. Assign these scores to the attributes you choose.

2) Pick method: Assign the following scores to your attributes as you choose: 10, 9, 7, 7, 5, 4. Distribute 8 more points among your scores. You cannot use these points to raise an attribute above 12.

#### STEP 3: RACE

- 1) Choose a race and sub-race (if appropriate) for your character. Apply any racial adjustments listed in the race's description to your character's primary attributes (racial adjustments can take an attribute above 12).
- 2) Choose your character's racial skills and traits.
  - a) Make six picks from the skills and edges listed in the race descriptions.

-or-

- b) Choose one of the background packages provided.
- 3) [optional] You may select one racial flaw and gain a single edge pick as recompense.
- 4) Record your character's racial abilities
- 5) Select your character's native languages and lore (pg. 60) by multiplying his Wits by three and assigning the total to Language and Lore skills related to his race, culture, and background.

#### STEP 4: ORDER

1) Choose your character's order. You may begin play with no order if desired (see pg. 79).

- 2) Choose two favoured attributes and one favoured reaction for your character (pg. 48).
- 3) Choose your character's order skills.
  - a) Select 15 ranks of order skills (none greater than +3), and then add another five ranks to any of these skills.

or-

- b) Select one of the order packages provided (or create your own with the Narrator's permission), and then add another five ranks to any order skills.
- 4) Choose one order edge, either from the package list or from those appropriate to the order and character type.
- 5) Choose one special ability from those listed for the order.
- 6) Choose any additional flaws, if desired. You may select up to three additional flaws at this stage of character creation, for a starting maximum of four (including your racial flaw, if you chose one). Each flaw taken provides one extra skill rank or one extra order edge.

#### STEP 5: FREE PICKS

You may further customize your character by taking five free picks. These picks work just like normal advancement picks (see Table 11.1, pg. 278). However, they cannot be used to acquire more order abilities.

#### STEP 6: FINAL ATTRIBUTES AND MODIFIERS

- 1) Record the final attribute modifiers for the character's primary attributes.
- 2) Calculate the character's secondary attributes (reactions, Defence, Health). When calculating Wound Levels, note that Hobbits (being small creatures and lacking the Stout ability of Dwarves), possess no Near Death Wound Level.
- 3) Record the character's starting Courage and Renown.

#### STEP 7: FINISHING TOUCHES

- 1) Choose and record any spells gained through order abilities.
- 2) Consult with your Narrator and choose any weapons, armor, gear, and money appropriate for your character's race, order, nationality, and station. These should all represent items your character could be reasonably expected to possess.

#### YOU'RE READY TO PLAY!

Special thanks to Colin Chapman and Doug Burke for aiding in the creation of this summary.

ACE: GENDER: SIZE: AGE:   HAIR: EYES: HEIGHT: WEIGHT:	
DRDERS:LITE ORDERS:	WEARINESS
ADVANCEMENTS:	HALE (FULLY RESTED)
ATTRIBUTES REACTIONS  SPECIES MODIFIER TOTAL ATTRIBUTE MODIFIER MODIFIER MODIFIER TOTAL	WINDED (-1)
BEARING STAMINA STAMINA	TIRED -2
SWIFTNESS SWIFTNESS	Weary -4
PERCEPTION WILLPOWER WILLPOWER	SPENT 8
STRENGTH WISDOM WISDOM	EXHAUSTED *
VITALITY Misc, Modifier Total	*-10, collapse
Witts	HEALTH TOTAL HEALTH
SWIFTNESS MISC. MODIFIER TOTAL  INITIATIVE	HEALTHY O O O O O O O O O
Novelenss Misc, Modifier Modifier Total	Dazed 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
DEFENCE 10+	INJURED 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
RENOWN	Wounded -5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
CURRENT TOTAL	INCAPACITATED O O O O O O O O O O
COURAGE	Near Death 9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Effect:	Improve?
Flaw:	Improve?
Flaw:	Improve?
Flaw:	Improve?

SKILLS													
ORDER SKILL?													
Total Rank	0	0	0	0	0	0	0	0	0	0			
Misc. Mobiler	0	0	0	0	0	0	0	0	0	0			
ATTRIBUTE MODIFIER	0	0	0	0	0	0	0	0	0	0			
Skill. Rank	0	0	0	0	0	0	0	0		0			
ATTRIBUTE	Wits	N. E.	N. E. S.	Z. E.	Z.	Zi.	Str	Wits	Zim	Nim			
Test Category P	K	d	d	Ь	d	Ь	d	P	Ь	d			
Secantial Swing Tumble	Gems Gold Silver Weapons Armour						None	Hide Treasure Hide Weapons					
SKILL Acrobatics	Appraise	ARMED COMBAT: Axes	ARMED COMBAT: Blades	ARMED COMBAT: Clubs	ARMED COMBAT: Natural Weapons	ARMED COMBAT: Polearms	Climb	Conceal	CRAFT:	CRAFT:			

CIVILLO

~~											
ORDER SKILL?											
Total Rank	0	0	0	0	0	0	0	0	0	0	
Misc. Modifier	0	0	0	0	0	0	0	0	0		
ATTRIBUTE	0	0	0	0	0	0	0	0	0	0	
SKIIL RANK	0	0	0	0	0	0	0	0	0	0	
ATTRIBUTE	Wits	N. W.	Wits	Wits	Br&	Per	Br8	Br&	Str	Wits	
Test Category P	S	۵	A	Ь	S	S	S	S	d	K	
SPECIALTY	Negotiate Parley			Herbal Remedies Treat Illness Treat Wounds	se Interrogate			Majesty Power			
	Bargain			Herbal F	Converse			Fear	None		
SKILL CRAFT:	Debate	Games	Guise	Healing	Inquire	Insight	Inspire	Intimidate	Jump	Language	

SKILL MISC. TOTAL ORDER RANK MODIFIER RANK SKILL?	000	0000					000	0000		0000
ATTRBUTE SK Wits	Wits	Nim	Wits O	Wits	Wits	Wits	Wirts	Brzs O	Per	Brg O
CATEGORY  A	<	d	<	<	<	<	K	d	d	S
SPECIALTY		Prestidigitation Open Lock						Voices	Sense Power Smell Taste Touch	Sing Tell Stories
		Pick Pocket						Beasts	Hear	Compose Verse
Skill Language:	Language:	Legerdemain	LORE: Group	LORE: History	LORE: Race	LORE: Realm	LORE: Other	Mimicry	Observe	Perform

ORDER SKILL?										
Total Rank	0	0	0	0	0	0	0	0	0	0
Misc. Mobirer	0	0	0	0	0	0	0	0	0	0
Skill RANK	0	0	0	0	0	0	0	0	0	0
ATTRIBUTE MODIFIER	0	0	0	0	0	0	0	0	0	0
ATTRIBUTE Br&	Nim	Zim	Nim	Br8	Str	Wits	Per	Wits	Str	Nim
TET CATEGORY S	d	Ь	Р	Ь	Ф	ط	Ь	Р	d	d
Speciality Fast Talk Oratory						Sailing Shipwright		Unit Leadership	Goldsmith Jewelsmith	Shadow Sneak
Charm	Ranged Combat; Bows	RANGED COMBAT: Spears	OMBAT: apons		None	Boating	None	Defence	Armoursmith	Hide Surveill
SKILL Persuade	Ranged Co	RANGED CC	RANGED COMBAT: Thrown Weapons	Ride	Run	Sea-craft	Search	Siegecraft	Smithcraft	Stealth

ORDER SKILL?													ORDER SKILL?										
Total Rank	0	0	0	0	0	0	0	0	0	C	)		RANK CANK	0	0	0	0	0	0	0	0	0	
Misc. Modifier	0	0	0	0	0	0	0	0	0	C	)		Mobilier Mobilier	0	0	0		0	0	0	0	0	
Skill Rank	0		0	0	0	0	0		0	C	)		Skill Rank	0	0	0	0	0		0		0	
MODIFIER					0	0	0	0	0	C	)		ATTRIBUTE MODIFIER	0			0	0	0	0			
Str (	Per (	Str (	Str (	Wits	Zim	Nim	Zi mi	Per					ATTRIBUTE										
TEST A CATEGORY A	Ь	d	d	Ь	Р	Ь	Ь	Ь					TEST										
Can													3					11				11	
	tains																						
Mining	Mountains		Wains																				
Secality												1	SPECIALTY										
Secality Fortification	Jungles		Chariot										S										
	ces																						
Building	Forests Northern Wast	ne	t	ont				ne															
Buil	Ford	None	Cart	Scent				None		1 1	V.												
					COMBAT:	COMBAT:	SOMBAT:	nse															
Skill. Stonecraft	Survival	Swim	Teamster	Track	UNARMED COMBAT: Brawling	UNARMED COMBAT: Wrestling	UNARMED COMBAT: Other	Weather-sense					SKILL										
St.	Su	Sv	H	F	D %	D >>	20	3					S										

### SPELL SPECIALTIES:

	WIZAR	DRY .	SPELLS				
NWC		CASTING		W	EARINES	SS	
Known	NAME	TIME	RANGE	DURATION	TN	Cost+	PG.
							174
Q	Animal Messenger	2	Touch	Special**	5	1	174
Q	Bane-spell	1 min.	Touch	1 min.*	10	2	174
Q	Beast Speech	1	Self	1 min.*	5	1	174
Q	Beast Summoning	2	Special**	Special**	8	1	175
0	Blade Preservation	5 min.	Touch	50 yrs.*	5	1	175
0	Blinding Flash	1	5 yds.*	Instant	10	1**	175
0	Break Binding	2	10 feet	Instant	8	1	176
0	Burning Sparks	1	10 feet	Instant	8	1	176
Ō	Calling	pecial**	Special**	Special**	10	1	176
Ō	Change Hue	2	Self	10 min.*	8	1	176
Ŏ	Crafting-spell	5 min.	Touch	Special**	12	1	177
Ŏ	Create Light	1	Touch	20 min.*	5	1**	177
Ŏ	Display of Power	1 1	Self **	1 round	10	2	178
Ŏ	Enhance Food	1 min.	Touch	Special**	5	1	178
Ŏ.	Evoke Awe	1	Special**	1 round*	10	1	178
X	Exclusion	10 min.	Touch	1 year*	12	2	179
X	Farseeing	5 min.	Special**	1 min.*	15	2	179
Ŏ	Farspeaking	2	1 mile*	Concentration	9	1	180
ŏ	Fiery Missile	1	Special**	Special**	7	1	180
ŏ	Finding and Returning	1 min.	Touch	1 month*	10	1	180
X	Fireshaping	1	1 foot*	Concentration	5**	1	180
X	Flame of Anor	2	20 feet*	Instant	10	2	180
X	Fog-raising	1 min.	50 feet*	Special**	8	1	181
X	Fog-weaving	2	20 feet*	1 min.*	9	1	181
X	Guarding-spell	1 min.	Touch	1 min.*	12	2	182
X	Healing-spell	1 min.	Touch	Special**	10	1	182
X	Imitation-spell	2	3 feet*	Concentration	8	1	182
X	Ithildin-fire	1 min.	Touch	Special**	5	1	183
X	Kindle Fire	1	Touch	Special**	5	1	183
X	Lightning	2	5 feet*	Instant	12	1	183
X	Mastery of Shapes	1 min.	Self	1 hour*	10	2	183
X	Mind-speech	1 min.	1 foot*	Concentration		1	184
X	TO SECURE OF STREET, SALES OF STREET, SA	1 min.	Special**	1 hour*	12	2	184
X	Misdirection Mist of Speed	1 hour	10 miles*	1 hour*	12	3	184
X	Mist of Speed	1 min.	Touch	Permanent	8	1	184
X	Naming coall	2	Touch	Instant	7	1	184
8	Opening-spell	1			Special*	CONTRACTOR OF THE PARTY OF THE	185
8	Quench Fire		5 yds.*	Instant Special**	12	3	185
0	Power of the Land	3 f/r	1 mile	Special	12	3	103

KNOWN			CASTING		W	EARINE		
SNO SNO		SPELL NAME	TIME	RANGE	DURATION	TN	Cost+	PG.
		D :	1	Self	Concentration	5	1	185
8		Rain-ward	1 min.	10 feet	Instant	9	1	185
X		Reading the Heart	1 111111.	Self	1 round*	8	1 100	185
X		Resist Fear	Consist*		Permanent	7	1	186
2		Scribe Moon-letters	Special "	10 feet*	1 min.	5	1	186
$\aleph$		Sense Power		5 feet*	Instant	8	1	187
9		Shatter	1		1 hour*	8	1	187
8		Shutting-spell	1 min.	Touch	1 hour*	10	1	188
00		Slumber	2	5 feet*		5	1	188
Q		Smoke-weaving	1	1 foot*	Concentration	10	1	188
Q		Spellbinding	1	5 feet*	Special**	7	1	188
Q		Spoken Thoughts	2	Self	1 hour*	12	1	189
Q		Springtime	1 min.	Special**	Concentration	15	2	189
Q		Sundering	2	5 feet*	Instant			
0		Transformation	2	1 foot*	Instant	15	3	189
0		Veil	1 min.	Self	1 hour*	10	1	190
0		Victory-spell	1 min.	Touch	1 min.*	12	2	190
0		Voice of Command	1	Special**	Special**	10	2	190
0		Voice of Suasion	1	Special**	1 min.*	10	1	190
0		Watershaping	1	50 feet*	Concentration	10	1	191
0		Wind-mastery	2	50 feet*	Special**	10	1	191
O		Wizard's Guise	1 min.	Self	1 hour*	8	1	191
Ŏ		Wizard's Hand	1	5 feet*	Instant	10	1	191
Ö		Word of Command	1	Special**	Special**	13**	3	192
	7							
AS	KNOWN AS COUNTERSPELL	SO	RCFRY	SPELLS				
OWN	WN	00	CASTING		V	VEARIN	ECC	
KNOWN AS SPELL	ON S	SPELL NAME	TIME	RANGE	DURATION		Cost	PG.
×	× °	SPELL NAME	THE	KANGE	Duiotnen			
0	0	Bladeshattering	1	10 yds.	Instant	8	1	175
X	O	Blast of Sorcery	2	10 yds.*	Instant	12	2	175
o	ŏ	Command	2	10 yds.	1 hour*	15	3	176
X	8	Dumbness	1	10 feet*	1 min.*	8	1.	178
X	X	Enslave Beast	2	5 feet*	1 day*	10	1	178
X	X	Evoke Fear	1	Special**	1 round*	10	1	178
X	X	Forgetfulness	2	5 feet*	1 week*	12	1	181
X	X	Holding-spell	2	10 feet*	1 round*	12	2	182
X	X	Ruin	2	Touch	1 round*	12	2	186
X	X	Shadow of Fear	2	Special**	Special**	12	1	186

Touch Special\*\*

1 min. Special\*\*

1 min. 100 feet\*

Shadow of Fear Shad.&Phantoms Veiling Shadow

Special\*\*

1 hour\*

1 hour\*

12

10

12

187

190







