

Lord of the Rings Roleplaying Game: 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. These adjustments may 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 (as listed in the package).
- 4) Choose one order edge (from the order list in general if no package was used; from the package list if a package was chosen).
- 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: Record 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!