

# CHARACTER GENERATION SUMMARY

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The following is a step-by-step outline of how to generate your **Lord of the Rings** RPG character.

## IMPORTANT NOTES

- At no point during character generation can any Primary Attribute exceed 12 + Racial Modifiers.
- At no point during character generation can any Skill exceed 6 ranks in total.

## STEP 1: ENVISION YOUR CHARACTER (PP. 36-37)

Consider your character's Appearance, Personality, Flaws, and Goals, bearing in mind that you are creating an experienced and heroic individual.

## STEP 2: GENERATE PRIMARY ATTRIBUTES (PP. 44-48)

You may generate your character's Attributes in one of two ways:

- 1) Randomly, by rolling 2d6 nine times, picking the six highest results, and assigning them as desired, or
- 2) By picking them. Assign all of the following numbers to the Attributes, as desired: 10, 9, 7, 7, 5, 4. Modify them with an additional eight points, making sure that no Attribute is higher than 12.

## STEP 3: SELECT RACE (PP. 58-72)

Pick the appropriate race and:

- 1) Modify your character's Primary Attributes using the racial Adjustments.
- 2) Select Racial Skills and Traits by:
  - a) Making six picks from the listed Skills and Edges (ensuring any racial Requisites are met), or
  - b) Choosing one of the Background Packages provided.
- 3) (Optional) You may, if desired, select one racial Flaw, and gain a single extra Pick as recompense.
- 4) Record your character's racial Abilities.
- 5) Select your character's Native Languages and Lore (p. 60) by multiplying their Wits by 3 and assigning the total to Language and Lore skills related to their race.

## STEP 4: SELECT ORDER (PP. 74-103)

Select your character's Order. You may start with no Order if desired (p. 79).

- 1) Note two favoured Attributes and one favoured Reaction (p. 48).
- 2) Determine your Order's Skills by:
  - a) Selecting 15 ranks of Order skills (none greater than +3), add another five ranks to any Order skills however desired, or
  - b) Selecting one of the Order Packages provided, and then modify it by adding another five ranks of Order skills.
- 3) Select one Order Edge (from the Order in general, or from the Order Package taken if one was selected).
- 4) Select one special Ability from those provided in the Order. Your character must meet any Requisites listed in order to select a given Ability.
- 5) Select your character's Flaws, if desired. You may select from one to four Flaws as appropriate (including those listed in the Race section). Each Flaw taken provides

one extra Order skill rank or one extra Order Edge.

## STEP 5: FREE PICKS (P. 78)

Customise your character by taking five free picks. Each may be used to add a rank to any skill, add one to any Primary Attribute value, or acquire one Edge. They cannot be used to learn more Order Abilities.

## STEP 6: RECORD THE FINAL ATTRIBUTE MODIFIERS (P. 48)

Now that the character's Attributes are finalised, record the appropriate Attribute Modifiers for each.

## STEP 7: GENERATE SECONDARY ATTRIBUTES (PP. 48-55)

Using the character's finalised Primary Attributes (and their modifiers), generate all of the Secondary Attributes.

*Note:* When calculating Wound Levels, note that Hobbits, being Small and lacking the Stout Ability of Dwarves, have no Near Death Wound Level.

## STEP 8: FINISHING TOUCHES

- 1) Select any Spells gained via Order Abilities.
  - 2) Select any Weapons, Armour, and Equipment appropriate to the character's Race, order, nationality, and station. These should be items the character could be reasonably expected to possess. For example, a Rider of Rohan could easily start with a spear, longsword, chainmail hauberk, small shield, warhorse, shortbow and quiver of arrows, saddle and tack, ordinary clothing, and possibly a few SPs. Use your imagination and logic and always remember that **Lord of the Rings** RPG characters are generally already experienced; it is not an accounting exercise.
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