

# The ONE RING™

Name \_\_\_\_\_

Culture \_\_\_\_\_ Standard of Living \_\_\_\_\_

Cultural Blessing \_\_\_\_\_

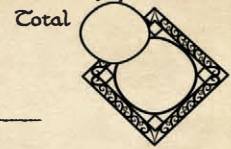
Calling \_\_\_\_\_ Shadow weakness \_\_\_\_\_

- TRAITS -

Specialities \_\_\_\_\_

Distinctive Features \_\_\_\_\_

Experience



Valour



Wisdom



- ATTRIBUTES -

**Body** Favoured

**Heart** Favoured

**Wits** Favoured

- COMMON SKILLS -

Awe	□□□□□□	Inspire	□□□□□□	Persuade	□□□□□□
Athletics	□□□□□□	Travel	□□□□□□	Stealth	□□□□□□
Awareness	□□□□□□	Insight	□□□□□□	Search	□□□□□□
Explore	□□□□□□	Healing	□□□□□□	Hunting	□□□□□□
Song	□□□□□□	Courtesy	□□□□□□	Riddle	□□□□□□
Craft	□□□□□□	Battle	□□□□□□	Lore	□□□□□□

- SKILL GROUPS -

personality	☆☆☆☆
movement	☆☆☆☆
perception	☆☆☆☆
survival	☆☆☆☆
custom	☆☆☆☆
vocation	☆☆☆☆

- WEAPON SKILLS -

_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc

**Damage**

Ranged

- REWARDS -

- VIRTUES -


**Parry**

Shield

- GEAR -

armour	enc	Starting Score	_____
headgear	enc	Starting Score	_____
shield	enc	Starting Score	_____
_____	_____	Starting Score	_____

**Endurance**

Fatigue

**Hope**

Shadow

**Armour**

Head gear

Weary

Miserable

Wounded

Fellowship



Advancement Points



Treasure



Standing



- BACKGROUND -

Four horizontal lines for background information.

- COMPANY -

Guide

Scout

Huntsman

Look-out Man

Fellowship Focus

Four horizontal lines for company information, corresponding to the labels on the left.

- FELLOWSHIP PHASE -

Sanctuaries

Patron

Two horizontal lines for Fellowship Phase information.

- TALE OF YEARS -

Year

Event description

Year

Event description

Table with 4 columns: Year, Event description, Year, Event description. Contains 12 rows of horizontal lines for data entry.