

the ONE RING™

Name _____

Culture _____ Standard of Living _____

Cultural Blessing _____

Calling _____ Shadow weakness _____

- TRAITS -

Specialities _____

Distinctive Features _____

- 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 -

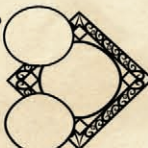
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc
_____ □□□□□□	damage	_____ edge	_____ injury	_____ enc

- REWARDS -

- VIRTUES -

- GEAR -

armour	enc
headgear	enc
shield	enc
_____	_____
_____	_____

Endurance
Starting Score 
Fatigue

Hope
Starting Score 
Shadow

Experience
Total 




Valour 

Wisdom 

Damage
Ranged 

Parry
Shield 

Armour
Head gear 

Weary 
Miserable 
Wounded 

Fellowship



Advancement Points



Treasure



Standing



- BACKGROUND -

- COMPANY -

Guide

Scout

Huntsman

Look-out Man

Fellowship Focus

- FELLOWSHIP PHASE -

Sanctuaries

Patron

- TALE OF YEARS -

Year

Event description

Year

Event description