

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 | □□□□□□ |

- WEAPON SKILLS -

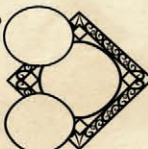
| | | | | |
|--------------|--------|------------|--------------|-----------|
| _____ □□□□□□ | damage | _____ edge | _____ injury | _____ enc |
| _____ □□□□□□ | damage | _____ edge | _____ injury | _____ enc |
| _____ □□□□□□ | damage | _____ edge | _____ injury | _____ enc |
| _____ □□□□□□ | damage | _____ edge | _____ injury | _____ enc |

- REWARDS -

- VIRTUES -


- GEAR -


| | |
|----------|-------|
| armour | enc |
| headgear | enc |
| shield | enc |
| _____ | _____ |
| _____ | _____ |

Endurance
Starting Score  Fatigue

Hope
Starting Score  Shadow

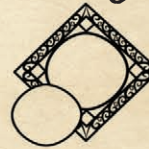
Experience
Total 

Valour 

Wisdom 

- SKILL GROUPS -


| | |
|-------------|--------|
| personality | ◆◆◆◆◆◆ |
| movement | ◆◆◆◆◆◆ |
| perception | ◆◆◆◆◆◆ |
| survival | ◆◆◆◆◆◆ |
| custom | ◆◆◆◆◆◆ |
| vocation | ◆◆◆◆◆◆ |

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