

# The ONE RING™

Name \_\_\_\_\_

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

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

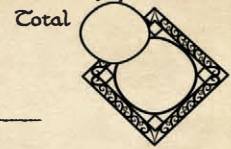
Calling \_\_\_\_\_ Shadow weakness \_\_\_\_\_

- TRAITS -

Specialities \_\_\_\_\_

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

Experience



Valour



Wisdom



- ATTRIBUTES -

**Body** Favoured

**Heart** Favoured

**Wits** Favoured

- COMMON SKILLS -

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

- 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 -

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Armour



- GEAR -

armour	_____	enc
headgear	_____	enc
shield	_____	enc
_____	_____	_____
_____	_____	_____

**Endurance**

Starting Score

Fatigue

**Hope**

Starting Score

Shadow

Weary

Miserable

Wounded

Fellowship



Advancement Points



Treasure



Standing



- BACKGROUND -

Four horizontal lines for background text.

- COMPANY -

Guide

Scout

Huntsman

Look-out Man

Fellowship Focus

Four horizontal lines for company details.

- FELLOWSHIP PHASE -

Sanctuaries

Patron

Two horizontal lines for fellowship phase details.

- 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.