

# the ONE RING™

Name \_\_\_\_\_

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

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

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

## - TRAITS -

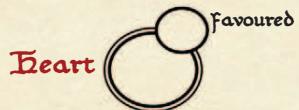
Specialties \_\_\_\_\_

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

Total



## - ATTRIBUTES -



## - COMMON SKILLS -

Awe	□□□□□□	Inspire	□□□□□□
Athletics	□□□□□□	Travel	□□□□□□
Awareness	□□□□□□	Insight	□□□□□□
Explore	□□□□□□	Healing	□□□□□□
Song	□□□□□□	Courtesy	□□□□□□
Craft	□□□□□□	Battle	□□□□□□

Persuade	□□□□□□	Stealth	□□□□□□
Search	□□□□□□	Funting	□□□□□□
Riddle	□□□□□□	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 -

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## - VIRTUES -

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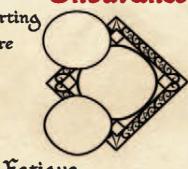
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## - GEAR -

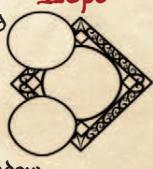
armour	enc
headgear	enc
shield	enc

## Starting Score



Fatigue

## Starting Score



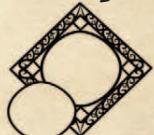
Shadow

- Weary \_\_\_\_\_
- Miserable \_\_\_\_\_
- Wounded \_\_\_\_\_

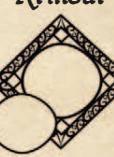
Ranged



Parry



Shield



Armour

Head gear

