

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 -

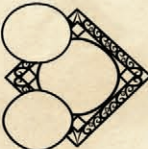
_____	□□□□□□	damage	_____	edge	_____	injury	_____	enc	_____
_____	□□□□□□	damage	_____	edge	_____	injury	_____	enc	_____
_____	□□□□□□	damage	_____	edge	_____	injury	_____	enc	_____
_____	□□□□□□	damage	_____	edge	_____	injury	_____	enc	_____

- REWARDS -

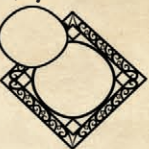
- VIRTUES -

- GEAR -

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

Endurance
Starting Score 
Fatigue

Hope
Starting Score 
Shadow

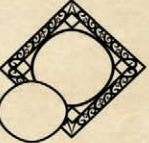
Experience
Total 

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