

the ONE RING

Name _____ Date of Birth _____ Player _____

Culture _____ Standard of Living _____

Cultural Blessing _____

Cultural Background _____

Calling _____ Shadow Weakness _____

Belief _____

- TRAITS -

Specialities _____

Distinctive Features _____

Shadow Trait Features _____

- REWARDS VIRTUES AND BOONS -

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

- ATTRIBUTES -

Body  Favoured

Heart  Favoured

Wits  Favoured

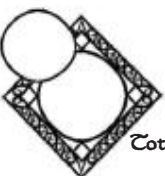
- COMMON SKILLS -

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

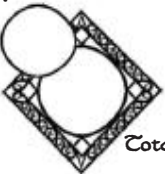
- WEAPON SKILLS AND WEAPONS -

Brawl	□□□□□□	damage	_____			
Dagger	□□□□□□	damage	_____	edge	_____	injury _____ enc _____
		called shots	Pierce			
_____	□□□□□□	damage	_____	edge	_____	injury _____ enc _____
		called shots				
_____	□□□□□□	damage	_____	edge	_____	injury _____ enc _____
		called shots				
_____	□□□□□□	damage	_____	edge	_____	injury _____ enc _____
		called shots				
_____	□□□□□□	damage	_____	edge	_____	injury _____ enc _____
		called shots				

Advancement Points

Spent  Total

Experience Points

Spent  Total

Valour



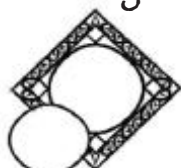
Wisdom



Vigour



Damage



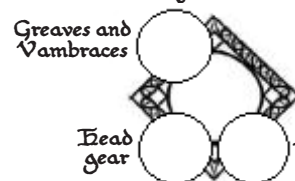
Ranged

Parry



Shield

Armour



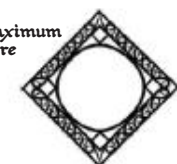
Greaves and Vambraces

Head gear

DR

Endurance

Maximum Score



Hope

Maximum Score



Permanent Shadow

- COMPANY -

Guide _____
 Scout _____
 Huntsman _____
 Look-out Man _____
 First Meeting _____
 Fellowship Focus _____

- WAR GEAR -

armour	enc
greaves	enc
vambraces	enc
headgear	enc
shield	enc
weapons	enc
_____	enc
_____	enc
_____	enc

- TRAVELLING AND OTHER GEAR -

_____	enc
_____	enc
_____	enc
_____	enc
_____	enc
_____	enc
_____	enc
_____	enc
_____	enc

- STANDING AND RENOWN -

Primary Culture _____



Cultural Standing
and Renown

Temporary Bonuses

Secondary Cultural Renown Ratings

☐	_____
☐	_____
☐	_____
☐	_____
☐	_____
☐	_____
☐	_____

- LANGUAGES -

_____	rank
_____	rank
_____	rank
_____	rank
_____	rank
_____	rank
_____	rank
_____	rank

- SANCTUARIES AND PATRONS -

Sanctuaries

- ☐ Beorn's House
- ☐ Dale
- ☐ Laketown
- ☐ Lonely Mountain
- ☐ Rivendell
- ☐ Rhosgobel
- ☐ Thranduil's Halls
- ☐ Woodland Hall
- ☐ Woodmen Town

Patrons

- ☐ Bard
- ☐ Beorn
- ☐ Dain
- ☐ Elrond Half-Elven
- ☐ Gandalf the Grey
- ☐ Radagast the Brown
- ☐ Saruman the White
- ☐ Thranduil
- ☐ _____

Sanctuary and Patron Notes

- HOLDING -

Name _____
 Holding Type _____
 Description _____

Rating



Stored
Wealth



Holding Traits

Holding Sanctuary Notes

Real Shadow at T12 - 2

AP Development _____