

the ONE RING

Name _____ Player _____

Culture _____ Standard of Living _____

Cultural Blessing _____

Cultural Background _____

Calling _____ Shadow Weakness _____

- TRAITS -

Specialities _____

Distinctive Features _____

- REWARDS -

- VIRTUES -

Body



Favoured

Heart



Favoured

Wits



Favoured

- ATTRIBUTES -

- COMMON SKILLS -

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

- WEAPON SKILLS -

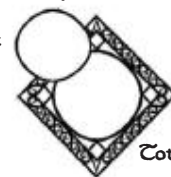
Brawl	□□□□□□	_____	□□□□□□	_____	□□□□□□
Dagger	□□□□□□	_____	□□□□□□	_____	□□□□□□
_____	□□□□□□	_____	□□□□□□	_____	□□□□□□

- WEAPONS -

Brawl	damage	_____	edge	_____	injury	_____	enc	_____	Called Shots	
Dagger	damage	_____	edge	_____	injury	_____	enc	_____		
_____	damage	_____	edge	_____	injury	_____	enc	_____		
_____	damage	_____	edge	_____	injury	_____	enc	_____		
_____	damage	_____	edge	_____	injury	_____	enc	_____		
_____	damage	_____	edge	_____	injury	_____	enc	_____		

Experience

Spent



Total

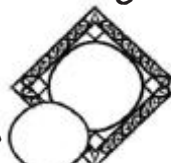
Valour



Wisdom



Damage



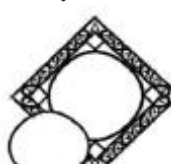
Ranged

Parry



Shield

Armour



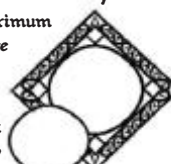
Head gear

Endurance



Maximum Score

Hope



Maximum Score

Permanent Shadow

○

○

○

○

- CULTURE AND STANDING -

Culture	
	Notes and Temporary Bonuses
Standing	

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Sanctuaries	Patrons	Other Notes
☐ Esgaroth		
☐ Dale		
☐ Beorn's House		
☐ Rhosgobel		
☐ Rivendell		
☐		