

The ONE RING™

Name _____

Culture _____ Standard of Living _____

Cultural Blessing _____

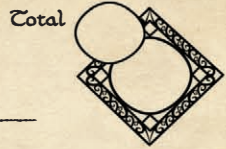
Calling _____ Shadow weakness _____

- TRAITS -

Specialities _____

Distinctive Features _____

Experience



Valour



Wisdom



- ATTRIBUTES -



- COMMON SKILLS -

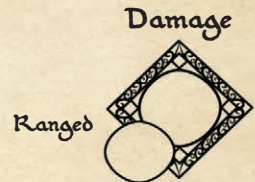
<i>Awe</i>	□□□□□□	<i>Inspire</i>	□□□□□□	<i>Persuade</i>	□□□□□□
<i>Athletics</i>	□□□□□□	<i>Travel</i>	□□□□□□	<i>Stealth</i>	□□□□□□
<i>Awareness</i>	□□□□□□	<i>Insight</i>	□□□□□□	<i>Search</i>	□□□□□□
<i>Explore</i>	□□□□□□	<i>Healing</i>	□□□□□□	<i>Hunting</i>	□□□□□□
<i>Song</i>	□□□□□□	<i>Courtesy</i>	□□□□□□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

- SKILL GROUPS -

personality	◆◆◆◆
movement	◆◆◆◆
perception	◆◆◆◆
survival	◆◆◆◆
custom	◆◆◆◆
vocation	◆◆◆◆

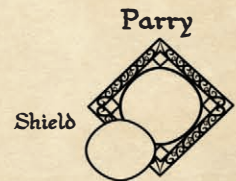
- WEAPON SKILLS -

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



- REWARDS -

- VIRTUES -

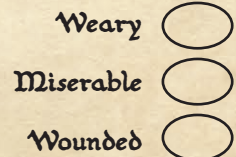
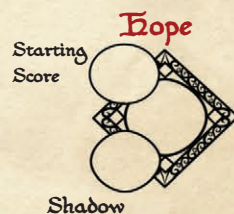
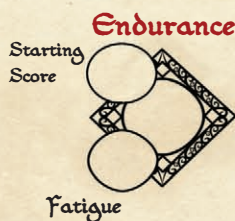


Armour



- GEAR -

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



Fellowship



Advancement Points



Treasure



Standing



- BACKGROUND -

Four horizontal lines for writing background information.

- COMPANY -

Guide

Scout

Huntsman

Look-out Man

Fellowship Focus

Five horizontal lines for writing company details, corresponding to the labels on the left.

- FELLOWSHIP PHASE -

Sanctuaries

Patron

Two horizontal lines for writing fellowship phase details.

- TALE OF YEARS -

Year

Event description

Year

Event description

A table with four columns: Year, Event description, Year, Event description. It contains 12 rows of horizontal lines for writing a year-by-year account.