

NAME

Blank space for character name

Heroic Culture

Cultural Blessing

Calling

Age

Patron

Shadow Path

Standard of Living

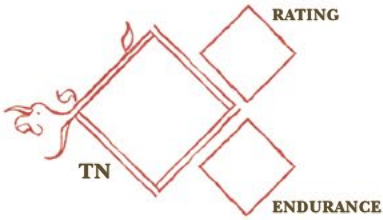
Treasure

Distinctive Features

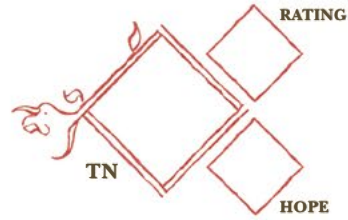
Small square box for treasure

Flaws

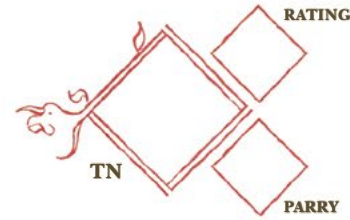
### STRENGTH



### HEART



### WITS



- Awe ◇◇◇◇◇◇◇◇
- Athletics ◇◇◇◇◇◇◇◇
- Awareness ◇◇◇◇◇◇◇◇
- Hunting ◇◇◇◇◇◇◇◇
- Song ◇◇◇◇◇◇◇◇
- Craft ◇◇◇◇◇◇◇◇

### SKILLS

- Enhearten ◇◇◇◇◇◇◇◇
- Travel ◇◇◇◇◇◇◇◇
- Insight ◇◇◇◇◇◇◇◇
- Healing ◇◇◇◇◇◇◇◇
- Courtesy ◇◇◇◇◇◇◇◇
- Battle ◇◇◇◇◇◇◇◇

- Persuade ◇◇◇◇◇◇◇◇
- Stealth ◇◇◇◇◇◇◇◇
- Scan ◇◇◇◇◇◇◇◇
- Explore ◇◇◇◇◇◇◇◇
- Riddle ◇◇◇◇◇◇◇◇
- Lore ◇◇◇◇◇◇◇◇

### COMBAT PROFICIENCIES

- Axes ◇◇◇◇◇◇◇◇
- Bows ◇◇◇◇◇◇◇◇
- Spears ◇◇◇◇◇◇◇◇
- Swords ◇◇◇◇◇◇◇◇

### REWARDS



### VIRTUES



### CONDITIONS

- Weary
  - Miserable
  - Wounded
- Injury*

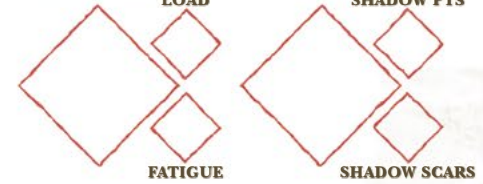
Large empty rectangular box for notes or character details.

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE



CURRENT ENDURANCE

CURRENT hope



FATIGUE

SHADOW SCARS

### WAR GEAR

Damage Injury Load Notes

Table with 4 columns: Damage, Injury, Load, Notes. Contains 3 empty rows.

### ARMOUR

Protection Load

Helm

SHIELD

Parry Load

# THE ONE RING™

