

THE ONE RING

Character: Artorius "Arphenion" Annunion Player: Bryce

Culture: Ranger of the North Calling: Scholar

Standard of Living: Martial Shadow-weakness: Lure of Secrets

Cultural Blessing

Foresight of their Kindred: You activate the Foresighted Trait the first time when you invoke it normally. Then, you may invoke the Trait for the length of the current game session; once the scene passes, the Trait will not be available, again, until the next Adventure phase.

Foresighted Trait: A sense of watchfulness and fear may arise to warn you of danger that has not yet come, and may not, but something has disturbed you.

Distinctive Features

Hardened, Tall

Specialties

[Foresighted], Herb-lore, Lore of Armor, Rhymes of Lore* (HLSD Song for Poetry/Prose)

Experience		Initiative/APs	
General	Total	Initiative/APs	
6	40	6	
Valor		Wisdom	
Rank	Accrued	Rank	Accrued
2	0	2	4
Dope			
Starting	Used	Shadow	Current
14	3	2/0	11
Endurance			
Starting	Enc/Fat.T	Fat/Dmg.	Current
29	12	1/12	16

- ATTRIBUTES -

Body	Heart	Wits
XP: 0	XP: 0	XP: 0
Base: 7	Base: 6	Base: 4
Favored: 9	Favored: 9	Favored: 5

- COMMON SKILLS -

Body Skills	Heart Skills	Wits Skills	GROUPS
Rank	Rank	Rank	AP Accrued
Awe	Inspire	Persuade	Personality
Athletics	Travel	Stealth	Movement
Awareness	Insight	Search	Perception
Explore	Healing	Hunting	Survival
Song	Courtesy	Riddle	Custom
Craft	Battle	Lore	Vocation

- WEAPON SKILLS -

WEAPON	Rank	XP Accrued	Damage	Edge	Injury	Enc.
Long Sword	5	3	5(1h)/7(2h)	10	18(1h)/20(2h)	3
(Bows) – Bow	5	0	5	10	14	1
Spear	5	-	-	-	-	-
Dagger	5	-	-	-	-	-

Damage

Melee	Ranged
7	7

DARRY

Base	+ Shield
6+3	+0

- ARMOR SHIELD & PERSONAL POSSESSIONS -

Armor:	Leather Corslet	Enc: 8	Extra Gear, Trinkets or Instruments	Enc: _____
Helm:	Helm Worn	Enc: _____	Extra Gear, Trinkets or Instruments	Enc: _____
Shield:	Shield Held	Enc: _____	Extra Gear, Trinkets or Instruments	Enc: _____
A Simple Necklace w/Hammer Symbol		Enc: _____	<input checked="" type="checkbox"/> Summer Gear // <input type="checkbox"/> Winter Gear	Enc: 2 // 3

Armor

Suit	+ Helm
2D	+0

Condition

Wounded	Wearied	Miserable
0	0	0

- REWARDS / QUALITIES -

Fell Long Sword (LMBr 116): Raise Injury +2.

- VIRTUES / MASTERIES -

Ways of the Wild (Riv 125): Fighting in the wilderness, +1 Combat Advantage Dice. If you are the Guide on a Journey, you also assume any roles left vacant by other heroes.

"Artorius"



- OUR COMPANY -

Guide Chosen Leader Character Name
 Scout(s) Character(s)
 Hunter(s) Character(s)
 Look-out(s) Character(s)

- FELLOWSHIP -

Points (as with Hope) Focus: Who is your character's Fellowship Focus.

<small>Total</small>	<small>Used</small>
0	0

NOTE: For the online forum/Roll 20 group, Fellowship Points are tracked in the space below Fieranor's portrait.

- SANCTUARIES -

None

- PATRONS -

Calenglad of Tinnudir

Standing: (1) Tinnudir (Standing good until July, 2947)

- (2)
- (3)
- (4)
- (5)
- (6)

<u>Treasure</u>
4g
0s
0c

- CULTURAL BACKGROUND -

Keeper of Earth and Spirit: Though the simple folk of the North speak in harsh whispers when you draw near, they also turn to you in times of woe when a blight has set itself upon their lands, for you have hands of healing and have cultivated gifts of renewal. Clad in mud-stained boots and carrying pouches filled with sweet-smelling leaves and herbs, your presence brings relief to all who have been injured, both in body and spirit. Still, you spend long seasons in the Wild and are often regarded as a savage figure to be feared unless at the utmost end of need.

- TALE OF YEARS -

<u>Year</u>	<u>Event Description</u>	<i>(NOTE: Every other entry, make gray.)</i>
Apr. 2946	Arphenion's 49 th year in Middle Earth; born in 2897, 4 August. Began Orc-hunt in Mirkwood with Éadnes and Grimald in April, 2946. Joined whole Company in May, 2946. Ended last week of June, 2947. July '46, Write a Song FPU.	
Sep. 2946	Began Don't Leave the Path the 4 th Week of September, 2946.	

- COMPANY FINDINGS -

<u>When?</u>	<u>Where?</u>	<u>What (and Value)?</u>
--------------	---------------	--------------------------