

THE ONE RING

Character: Éadnes Andwiltan Player: Peter C.

Culture: Elves of Mirkwood Calling: Scholar

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

Cultural Blessing

Folk of the Dusk ~ Working in natural darkness, if you spend Hope on the use of any Common skill, your Favored rating is used rather than the Base attribute value.

Distinctive Features

Elusive (HLSD *Stealth for hiding*), Fair-spoken (HLSD *skills in Encounters*)

Specialties

Elven-lore, Lore (North Anduin Vales), Rhymes of Lore* (HLSD *Song for Poetry/Prose*), Woodwright

Experience		Initiative/APs	
General	Total	Initiative/APs	
10	50	7	
Valor		Wisdom	
Rank	Accrued	Rank	Accrued
1	2	2	5
Hope			
Starting	Used	Shadow	Current
11	1	3/0	10
Endurance			
Starting	Enc/Fat.T	Fat/Dmg.	Current
30	8	9/1	20

- ATTRIBUTES -

Body	Heart	Wits
XP: 0	XP: 0	XP: 0
Base: 5	Base: 4	Base: 5
Favored: 6	Favored: 6	Favored: 8

- 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.
(Spears) - Spear	5		5	9	14	2
Sword	5		5	10	16	2
Dagger	3		3	ψ	12	0

Damage	
Melee	Ranged
5	5
DARRY	
Base	+ Shield
10+2	+0

- ARMOR, SHIELD & PERSONAL POSSESSIONS -

Armor:	Leather Shirt	Enc: 4	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: _____
	Extra Gear, Trinkets or Instruments	Enc: _____	<input checked="" type="checkbox"/> Summer Gear // <input type="checkbox"/> Winter Gear	Enc: 2 // 3

Armor		
Suit	+ Helm	
1D	+0	
Condition		
Wounded	Wearied	Miserable
○	○	○

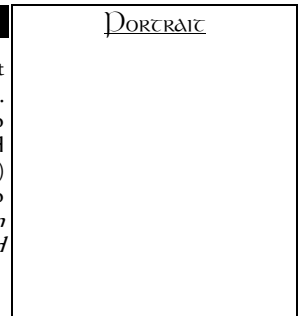
- REWARDS / QUALITIES -

Reward

- VIRTUES / MASTRIES -

The Speakers ~ You can communicate with almost everything, from grass, stone, and water, to any living being. For example, you can hear the stones of a path whisper who trod on it recently, or you may sing to soothe a disquieted animal. Which skill you use (such as **Riddle**, **Song**, or **Insight**) depends on what you are trying to accomplish to communicate. (NOTE: When room runs out in this box on your next Virtue choice, this long description will be moved to another part of the character sheet.)

PORTRAIT



- OUR COMPANY -

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

- FELLOWSHIP -

Points (as with Dope) 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 -

- PATRONS -

Halls of the Elven-king

King Thranduil

Standing: (1) Halls of the Elven-king (next update close to July, 2947)

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

<u>Treasure</u>
5g
0s
0c

- CULTURAL BACKGROUND -

A Musical Legacy ~ Your father was a minstrel of great virtue, whose work will be praised for countless years. His talent passed along to you, but transformed into a love for the music that lies in plain speech. Your voice is pleasing to all listeners, and you choose your words much as your fingers choose the strings on the harp.

- TALE OF YEARS -

<u>Year</u>	<u>Event Description</u>	<i>(NOTE: Every other entry, make gray.)</i>
Apr. 2946	Éadnes' 419 th year in Middle Earth; born in 2527, August 8 th . Began Orc-hunt in Mirkwood with Artorius and Grimald in April, 2946. Joined whole Company in May, 2946. Ended last week of June, 2947. Perform Tasks for the Lord of the Eagle's (+1D Awareness and Insight for next Adv. Phase).	
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>
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