

The One Ring – Adventures over the Edge of the Wild

Hero Skills, Attributes and Traits

	Bardings Dale	Beornings Anduin	Dwarves Erebor	Elves Silvan	Hobbits Shire	Woodmen Wilderland
Standard of Living	Prosperous	Martial	Rich	Martial	Prosperous	Frugal
Adventuring Age	16-30	16-30	50-100	100-500	25-60	16-30
Suggested Callings	Scholar, Treasure-hunter	Slayer, Warden	Slayer, Treasure-hunter	Scholar, Warden	Treasure-hunter, Wanderer	Wanderer, Warden
Unusual Callings	-	Treasure-hunter	Warden	Wanderer	Slayer	Scholar
Cultural Blessing	Stout-hearted	Furious	Redoubtable	Folk of the Dusk	Hobbit-sense	Woodcrafty
Starting Skill Scores: Common Skills	Awe 1, Explore 2, Song 1, Craft 1, Inspire 2, Travel 2, Insight 2, Courtesy 2, Battle 2, Persuade 3, Search 1, Lore 1	Awe 3, <u>Athletics</u> 2, Awareness 2, Craft 1, Inspire 1, Insight 3, Healing 1, Search 1, Hunting 3, Riddle 1	Explore 2, Song 1, Craft 3, Inspire 2, Travel 3, Battle 1, Search 3, Riddle 2	Awe 2, Athletics 3, <u>Awareness</u> 2, Song 2, Healing 1, Battle 2, Stealth 2, Hunting 1, Lore 3	Awareness 2, Song 2, Travel 1, Insight 1, Courtesy 3, Persuade 2, <u>Stealth</u> 3, Riddle 2	Athletics 2, Awareness 2, Explore 3, Song 1, Craft 1, Inspire 1, <u>Healing</u> 3, Battle 1, Stealth 2, Hunting 2, Riddle 1
Weapon Skills Packages {select 1}	(Swords) 2, Spear 1, Dagger 1 OR Great Bow 2, Spear 1, Dagger 1	(Axes) 2, Spear 1, Dagger 1 OR Great Spear 2, Axe 1, Dagger 1	(Axes) 2, Short Sword 1, Dagger 1 OR Mattock 2, Short Sword 1, Dagger 1	(Spears) 2, Sword 1, Dagger 1 OR Bow 1, Sword 1, Dagger 1	<u>Short Sword</u> 1, Bow 1, Dagger 1 OR Bow 1, Short Sword 1, Dagger 1	(Bows) 2, Long-hafted Axe 1, Dagger 1 OR Long-hafted Axe 2, Spear 1, Dagger 1
Specialities {select 2 traits}	{Boating, Old lore, Smith-craft, Swimming, Trading, Woodwright}	{Anduin-lore, Beast-lore, Cooking, Fishing, Mountaineer, Story-telling}	{Fire-making, Smith-craft, Smoking, Stone-craft, Trading, Tunnelling}	{Boating, Elven-lore, Fire-making, Mirkwood-lore, Swimming, Woodwright}	{Cooking, Gardener, Herb-lore, Smoking, Story-telling, Tunnelling}	{Anduin-lore, Beast-lore, Fishing, Herb-lore, Leechcraft, Mirkwood-lore}
Backgrounds {select 2 traits}	1 By Hammer and Anvil B5, H7, W2; Craft; {Adventurous, Cautious, Determined, Generous, Merciful, Proud, Stern}	1 Child of Two Folks B6, H6, W2; Insight; {Bold, Fierce, Grim, Gruff, Hardened, Proud, Tall, Wilful}	1 A Life of Toil B6, H2, W6; Explore; {Energetic, Fierce, Hardened, Proud, Stern, Vengeful, Wary, Wilful}	1 New Hope B5, H2, W7; Travel; {Clever, Determined, Merry, Patient, Quick of Hearing, Swift, Wary, Wilful}	1 Restless Farmer B3, H6, W5; Craft; {Bold, Eager, Generous, Merciful, Merry, Patient, True-hearted, Trusty}	1 The Hound B3, H4, W7; Hunting; {Bold, Eager, Elusive, Fortright, Generous, Gruff, Hardy, Proud}
{select 2 traits}	2 Wordweaver B4, H6, W4; Riddle; {Adventurous, Clever, Eager, Fair-spoken, Lordly, Reckless, Tall, Trusty}	2 Errand-rider B7, H5, W2; Inspire; {Determined, Energetic, Fortright, Grim, Hardened, Robust, Swift, Trusty}	2 Far Trader B7, H2, W5; Courtesy; {Cautious, Cunning, Eager, Hardy, Honourable, Secretive, Steadfast, Wilful}	2 A Musical Legacy B5, H4, W5; Courtesy; {Cautious, Cunning, Elusive, Fair-spoken, Merciful, Proud, Quick of Hearing, Secretive}	2 Too Many Paths to Tread B4, H5, W5; Travel; {Adventurous, Clever, Curious, Eager, Keen-eyed, Nimble, Robust, True-hearted}	2 Wizard's Pupil B3, H5, W6; Song; {Bold, Cunning, Fortright, Just, Patient, Proud, Swift, Tall}
{select 2 traits}	3 Gifted Senses B6, H6, W2; Search; {Adventurous, Cautious, Cunning, Fair-spoken, Patient, Steadfast, True-hearted, Wary}	3 Head of Family B6, H4, W4; Awareness; {Curious, Determined, Generous, Grim, Hardy, Steadfast, Trusty, Wilful}	3 Bitter Exile B7, H3, W4; Healing; {Fierce, Gruff, Hardened, Robust, Secretive, Stern, Wilful, Wrathful}	3 Memory of Suffering B5, H3, W6; Stealth; {Determined, Elusive, Hardened, Keen-eyed, Patient, Quick of Hearing, Suspicious, Wary}	3 A Good Listener B3, H7, W4; Riddle; {Cautious, Curious, Energetic, Fair-spoken, Honourable, Quick of Hearing, True-hearted, Trusty}	3 Fairy Heritage B4, H4, W6; Search; {Adventurous, Bold, Just, Curious, Fair, Reckless, Tall, True-hearted}

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	Bardings Dale	Beornings Anduin	Dwarves Erebor	Elves Silvan	Hobbits Shire	Woodmen Wilderland
{select 2 traits}	4 Healing Hands B4, H7, W3; Healing; {Adventurous, Clever, Fair, Hardy, Lordly, Proud, Reckless, Tall}	4 Light-foot B5, H5, W4; Stealth; {Bold, Curious, Energetic, Fortright, Grim, Reckless, Suspicious, Swift}	4 Eloquent Orator B5, H4, W5; Persuade; {Cautious, Determined, Energetic, Honourable, Proud, Steadfast, Wary, Wilful}	4 Noble Blood B4, H4, W6; Inspire; {Fair, Honourable, Lordly, Proud, Quick of Hearing, Suspicious, Swift, Wilful}	4 Witty Gentleman B2, H6, W6; Persuade; {Cautious, Clever, Elusive, Honourable, Keen-eyed, Patient, Proud, True-hearted}	4 Apprentice to the Mountain-folk B4, H5, W5; Search; {Bold, Elusive, Hardened, Hardy, Gruff, Stern, True-hearted, Wary}
{select 2 traits}	5 Dragon-eyed B5, H6, W3; Awe; {Adventurous, Cunning, Determined, Eager, Generous, Just, Stern, Trusty}	5 Keeper of Tales B6, H5, W3; Lore; {Fierce, Grim, Gruff, Hardy, Reckless, Suspicious, Vengeful, Wrathful}	5 A Lesson in Revenge B6, H3, W5; Battle; {Bold, Cunning, Determined, Hardy, Lordly, Suspicious, Vengeful, Wilful}	5 Wild at Heart B4, H3, W7; Athletics; {Cautious, Clever, Fair, Honourable, Keen-eyed; Merry, Nimble, Quick of Hearing}	5 Bucklander B4, H6, W4; Awe; {Energetic, Fair-spoken, Merry, Nimble, Proud, Quick of Hearing, Reckless, True-hearted}	5 Seeker B2, H5, W7; Athletics; {Adventurous, Bold, Curious, Determined, Eager, Generous, Reckless, Swift}
{select 2 traits}	6 A Patient Hunter B5, H5, W4; Hunting; {Adventurous, Just, Fair, Merciful, Patient, Steadfast, True-hearted, Wary}	6 Voice from the Past B7, H4, W3; Song; {Generous, Grim, Proud, Robust, Steadfast, Tall, Vengeful, Wrathful}	6 A Penetrating Gaze B6, H4, W4; Insight; {Bold, Eager, Gruff, Lordly, Robust, Suspicious, Wilful, Wrathful}	6 Envoy of the King B6, H2, W6; Lore; {Cunning, Fair-spoken, Hardened, Lordly, Merciful, Nimble, Quick of Hearing, Secretive}	6 Tookish Blood B2, H7, W5; Explore; {Adventurous, Bold, Elusive, Generous, Merciful, Reckless, Robust, True-hearted}	6 Sword-day Counsellor B2, H6, W6; Battle; {Bold, Cunning, Determined, Fair, Gruff, Hardened, Patient, Wary}
Endurance	22 + Heart	24 + Heart	28 + Heart	22 + Heart	16 + Heart	20 + Heart
Hope	8 + Heart	8 + Heart	6 + Heart	8 + Heart	12 + Heart	10 + Heart

Callings

	Scholar	Slayer	Treasure-hunter	Wanderer	Warden
Favoured Skill Groups	Perception, Vocation	Movement, Personality	Movement, Perception	Custom, Survival	Personality, Survival
Additional Trait	Rhymes of Lore	Enemy-lore: {choose from <i>Dragons, Giants, Orcs, Spiders, Trolls, or Wolves</i> }	Burglary	Folk-lore	Shadow-lore
Shadow Weakness	Lure of Secrets	Curse of Vengeance	Dragon-sickness	Wandering-madness	Lure of Power

Favoured Attributes

- Raise one attribute (of Body, Heart, and Wits) by 3
- Raise a second attribute by 2
- Raise the final attribute by 1

Previous Experience

- Spend 10 points to raise skill levels [see page 75]

Valour and Wisdom

Choose:

- Valour 2, Wisdom 1 + 1 Reward {based on Culture – see Chapter 4} **OR**
- Wisdom 2, Valour 1 + 1 Virtue {based on Culture – see Chapter 4}

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Virtues and Rewards

Masteries (General Virtues): *Confidence, Dour-handed, Expertise, Fell-handed, Gifted, Resilience*

Qualities (General Rewards): *Cunning Make (armour, headpiece, or shield), Close-fitting (armour or headpiece), Reinforced (shield, unique), Grievous (weapon, unique), Fell (weapon, unique)*

	Bardings Dale	Beornings Anduin	Dwarves Erebor	Elves Silvan	Hobbits Shire	Woodmen Wilderland
Cultural Virtues	Birthright, Fierce Shot, King's Men, Swordmaster, Woeful Foresight	Brothers to Bears, Night-goer, Skin-Coat, Great Strength, Twice-baked Honey Cakes	Broken Spells, Durin's Way, Old Hatred, Raven of the Mountain, The Stiff Neck of Dwarves	Deadly Archery, Elvish Dreams, Shadow Bane, The Speakers, Wood-elf Magic	Art of Disappearing, Brave at a Pinch, Fair Shot, Tough in the Fibre, Small Folk	A Hunter's Resolve, Herbal Remedies, Hound of Mirkwood, Natural Watchfulness,
Cultural Rewards	Dalish Longbow (great bow), Spear of King Bladorthin (spear), Tower Shield (great shield)	Giant-slaying Spear (great spear), Noble Armour (leather armour), Splitting Axe (axe or great axe)	Axe of the Azanulbizar (great axe), Dwarf-wrought Hauberk (mail armour), Helm of Awe (helm)	Bitter Spear (spear), Spearman's Shield (buckler), Woodland Bow (bow)	Bow of the North Downs (bow), King's Blade (short sword), Lucky Armour (armour)	Bearded Axe (long-hafted axe), Feathered Armour (armour), Shepherds-bow (bow or great bow)