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| **ONE RING CHARACTER SHEET and RULES REFERENCE** |
| **CHARACTER NAME:**  |
| **INSIGHT?** | **FRUSTRATED?** | **WOUNDED?** | **ONE RING?** |
| **GEAR** | **ROLE**  |
| * Memento of Home
* Keen Knife
* Ace-in-Hole, special magic item of very limited use \*
* Honing Stone
 | * Pipe & Pouch, packed w/ eight Battle Weeds
* Healing Herbs
* Ale
* Purse Coins
 | **Hero:** Attack dice rolled three times.**Wizard:** Attack dice once with all enemy wounds also deliver Stun.**Elf:** Attack dice once, plus one automatic enemy wound.**Dwarf:** Attack dice once for double damage with Knocked Prone treated instead as enemy wound.**Burglar ©:** Attack dice twice, ignores Break Blade |
| ***Note:*** *\* – Burglar types substitute Ring of Power (one only) or an iron skillet (nonmagical, just a prop to lose in melee). The Ace-in-Hole also becomes special magic items obtained through play* |
| **Battle Weeds** (Choose Eight) |
| **Fury** (Add extra die for next attack)  | **Shadows** (Ignore EXPOSED one round/actions) |
| **Wards** (Ignore MELEE 1 round/actions) | **~~Smoke Rings~~** ~~(not in rules, fills this space)~~  |
| **ADDITIONAL GEAR/MILESTONE BOONS** |
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| **COMBAT CHARTS** |
| *One weed may be smoked as part of an attack. May not be activated after the fact to avoid Vulnerability or Melee.* |
| **ATTACK** (2d8, take higher) | **ENEMY MELEE** (2d8, choose one) | **BANE RETALIATIONS** (d8) |
| **8:** Enemy Wound & Stun**7:** Enemy Wound**6:** Enemy Wound**5:** Knocked Prone, happens again treat as Melee.**4:** Melee; enemy wound w/ Keen Knife.**3:** Vulnerability**2:** Break Blade**1:** Mishap Strike on Ally(If both dice 6 or higher, take both) | **8:** Drop one Battle Weed**7:** Lose Ale**6:** Lose Purse Coins**5:** Lose Keen Knife**4:** Lose Healing Herbs**3:** Lose Memento of Home**2:** Lose Pipe w/ all Weeds**1:** Lose Ace-in-Hole, even the One RingItem already lost? Use HEALING HERBS. No herbs? Take Vicious wound. Herbs cannot be shared .Replenish at civilized places (Some restrictions apply). | **8:** Enemy runs away. (It may return refreshed.)**7:** Stop and make Do Something roll.**6:** Enemy grows by one in Threat.**5:** Enemy no longer stunned. Happens twice suffer injury.**4:** Wizard, Elf and Dwarf lose extra attack bonus. Happens twice suffer injury.**3:** All attack rolls only one D8 for result. Happens twice suffer injury.**2:** Everyone rolls on Melee.**1:** Everyone uses Healing Herbs; those without suffer injury.*BANES occur every other combat round. Call it surprise action.* |
| **COMBAT ACTION KEY:** | **DO SOMETHING** (typical 2d8, choose result) |
| **Enemy Wound** = Lower threat by one (see monsters).**Stun** = no allied Melee results for one round of all player actions.**Vulnerability** = take wound if enemy has ranged attack. e.g. Elves of Lorien.**Mishap Strike** = An ally takes a wound.**Break Blade** = No borrowing. Do not skip action; limited ability. Treat only 8 result as wound w/o Stun, 7 and 6 results as miss.**Knocked Prone** = Stop rolling attacks (this turn). Only happens once per battle but may occur every battle. | **8:** Insight; complete this task and roll three D8 next Do Something attempt.**7:** Okay, done.**6:** Halfway Home. You or someone else must complete effort.**5:** Second Try; immediately reroll one die and treat five or less as Frustrated.**4:** Frustrated (consume your Ale or someone else’s and lose one die in your next task or combat).**3:** Stop all Attempts (unless on Plot Critical treat as Wasteful Effort).**2:** Wasteful Effort; lose a random item of gear like Melee. Result may also cause vicious injury.**1:** Suffer vicious injury. |
| ***Plot Critical Tasks*** *must be completed; treat as Wasteful Effort instead when valid. In cases of Trapped Challenges, a result of four or less may injure.* |
| **USING THE ONE RING** | **CORRUPTION** |
| **Burglars ©:** Escape battle even to avoid a vicious wound; roll corruption three dice.**Dwarf:** gain quadruple damage; roll corruption one die.**Elf:** Deliver three automatic enemy wounds; roll corruption two dice.**Hero:** Roll as many times as you like for an attack in any round. Do so until you win or die. Corruption one die.**Wizard:** May not use the Ring. A wizard should know better and does | **8:** Okay, piece of cake. Lose your appetite for cake.**7:** Dizzy – good to go but lose a die on next corruption roll. If that means zero, treat as result six.**6:** Another player character, high die, rips off the ring; he becomes next Ringbearer. You could win it back if he uses it and rolls here.**5:** Immediate Retest; five+ cool, but 4- hand ring to someone else (no more further use, a wizard w/o the pointed hat).**4:** Blunt your weapon. Treat it as Broken Blade.**3:** Throw away all gear, including your Pipe Weed.**2:** Evil Dead w/ Redemption; spoken well in pubs later. High Die takes ring.**1** Evil Dead w/o Redemption. Low Die takes ring. Shake things up |