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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 Ring  Item 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 | | |