

WARHAMMER  
AGE OF SIGMAR  
ROLEPLAY

# SOULBOUND

ARCHETYPE

SPECIES

AGE

EYES

HAIR

HEIGHT

WEIGHT

CHARACTER NAME

DISTINGUISHING FEATURES

XP



BODY

MIND

SOUL

GOALS

## SKILLS

	TRAINING	FOCUS		TRAINING	FOCUS		TRAINING	FOCUS
ARCANA	□□□	◇◇◇	DEVOTION	□□□	◇◇◇	MEDICINE	□□□	◇◇◇
ATHLETICS	□□□	◇◇◇	DEXTERITY	□□□	◇◇◇	MIGHT	□□□	◇◇◇
AWARENESS	□□□	◇◇◇	ENTERTAIN	□□□	◇◇◇	NATURE	□□□	◇◇◇
BALLISTIC SKILL	□□□	◇◇◇	FORTITUDE	□□□	◇◇◇	REFLEXES	□□□	◇◇◇
BEAST HANDLING	□□□	◇◇◇	GUILE	□□□	◇◇◇	STEALTH	□□□	◇◇◇
CHANNELLING	□□□	◇◇◇	INTIMIDATION	□□□	◇◇◇	SURVIVAL	□□□	◇◇◇
CRAFTING	□□□	◇◇◇	INTUITION	□□□	◇◇◇	THEOLOGY	□□□	◇◇◇
DETERMINATION	□□□	◇◇◇	LORE	□□□	◇◇◇	WEAPON SKILL	□□□	◇◇◇

## TALENTS

NATURAL AWARENESS

## CONNECTIONS

## COMBAT ABILITIES

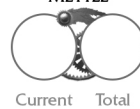
EXTRAORDINARY			
SUPERB			
GREAT			
GOOD			
AVERAGE			
POOR			

ATTACK DN	
OR  VS	DN
TWO OR MORE STEPS HIGHER	2
ONE STEP HIGHER	3
EQUAL	4
ONE STEP LOWER	5
TWO OR MORE STEPS LOWER	6

INITIATIVE



METTLE

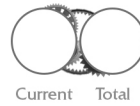


Current Total

ARMOUR

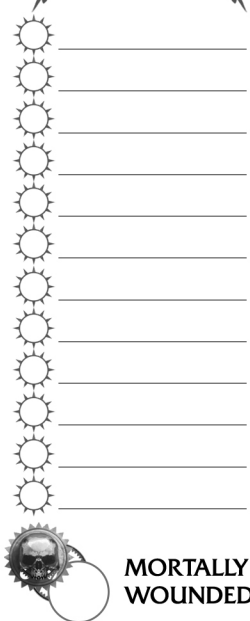


TOUGHNESS



Current Total

## WOUNDS



MORTALLY WOUNDED

## ATTACKS

WEAPON

POOL

FOCUS

DAMAGE

TRAITS