WARHAMMER AGE OF SIGMAR ROLEPLAY

# SOULBOUND

ARCHETYPE | SPECIES

AGE | EYES | HAIR | HEIGHT | WEIGHT

CHARACTER NAME | DISTINGUISHING FEATURES | XP

BODY

MIND

SOUL

## 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 | ☐☐☐ | ✧✧✧ |

NATURAL AWARENESS

## GOALS

## TALENTS

## 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 |
|---|---|---|---|---|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

## PORTRAIT

## BACKGROUND

## NOTES

## EQUIPMENT

HEAD

CLOAK

ARMOUR

R. HAND

L. HAND

ARMS

BOOTS

JEWELRY

OTHER

OTHER

## CURRENCY

DROPS PHIALS SPHERES

## OTHER GEAR

## SPELLS & MIRACLES

| NAME | DN | TARGET | RANGE | DURATION | EFFECT |
|---|---|---|---|---|---|
| | | | | | |
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