

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND

ARCHETYPE

SPECIES

AGE

EYES

HAIR

HEIGHT

WEIGHT

CHARACTER NAME

DISTINGUISHING FEATURES

XP



BODY

MIND

SOUL

GOALS

CONNECTIONS

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

COMBAT ABILITIES

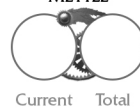
EXTRAORDINARY			
SUPERB			
GREAT			
GOOD			
AVERAGE			
POOR			

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



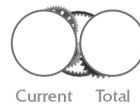
METTLE



ARMOUR



TOUGHNESS



ATTACKS

WEAPON POOL FOCUS DAMAGE TRAITS

WOUNDS

