Warhammer Age of Sigmar Roleplay

SOULBOUND™

Excelsior Warpriest	Human				
ARCHETYPE	SPECIES				
38	Burning, hazel	None	6'2"	231lbs	
AGE	EYES	HAIR	HEIGHT	WEIGHT	
Xan Bemyr	Pierced ear			0	
CHARACTER NAME	DISTINGUISHING FEATURES			XP	

SKILLS

	BODY	MIND	SOUL
	2	1	4

	TRAINING	FOCUS
Arcana	☐☐☐	✧✧✧
Athletics	☐☐☐	✧✧✧
Awareness	☐☐☐	✧✧✧
Ballistic Skill	☐☐☐	✧✧✧
Beast Handling	☐☐☐	✧✧✧
Channelling	☐☐☐	✧✧✧
Crafting	☐☐☐	✧✧✧
Determination	●☐☐	✧✧✧
Devotion	●☐☐	✦✧✧
Dexterity	☐☐☐	✧✧✧
Entertain	☐☐☐	✧✧✧
Fortitude	☐☐☐	✧✧✧
Guile	☐☐☐	✧✧✧
Intimidation	☐☐☐	✧✧✧
Intuition	☐☐☐	✧✧✧
Lore	☐☐☐	✧✧✧
Medicine	●☐☐	✧✧✧
Might	☐☐☐	✧✧✧
Nature	☐☐☐	✧✧✧
Reflexes	●☐☐	✧✧✧
Stealth	☐☐☐	✧✧✧
Survival	☐☐☐	✧✧✧
Theology	●☐☐	✦✧✧
Weapon Skill	●☐☐	✦✧✧

NATURAL AWARENESS 1

GOALS

Short-term: Root out the servant of Tzeentch and burn them in Sigmar's holy fire.

Long-term: Sanctify the city of Brightspear... or burn it to the ground.

CONNECTIONS

I saw Vel die.

TALENTS

HUMAN - ADAPTABLE: You gain one additional Talent (Iron Will selected, see below).

IRON WILL: You are able to shrug off punishment through sheer force of will. You gain +1 Toughness for each level of Training in the Determination Skill.

BLESSED (SIGMAR): Where others may worship a god, you are one of the truly devoted. For your devotion and piety you have been blessed with a fraction of your god's power. When you select this Talent, choose the god that has shown you favour and choose 1 Miracle (Light of Sigmar selected).

MIRACLE - LIGHT OF SIGMAR: See overleaf

MIRACLE - HEALING SPIRIT: See overleaf

INTIMIDATING MANNER: People tend to not mess with you, due to your intimidating manner. You have Advantage on Opposed Tests to threaten, intimidate, cajole, and start arguments with others. Additionally, people often leave you alone even when you are somewhere you don't belong for fear of angering you.

LOYAL COMPANION (GRYPH-HOUND): You have a familiar or pet that serves as your loyal companion (Tolla the Gryph-hound)

SIGMAR'S JUDGEMENT: You have spent your life hunting the daemons and heretics that plague the Mortal Realms. Your Melee and Accuracy increase one step when the target of your attack is a Daemon or servant of Chaos.

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 2

METTLE 2 2 (Current / Total)

ARMOUR 1

TOUGHNESS 8 8 (Current / Total)

WOUNDS

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Warhammer	3d6	+1	1 + S	Crushing
Hand Hammer (Melee)	3d6	+1	+ S	Crushing, Subtle, Thrown (Short)
Hand Hammer (Ranged)	2d6	+0	+ S	Crushing, Subtle, Thrown (Short)

MORTALLY WOUNDED

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PORTRAIT

BACKGROUND

NOTES

Tolla, loyal Gryph-hound

Body: 2, Mind: 1, Soul: 2
Melee: Avergae, Accuracy: Poor, Deence: Poor
Toughness: 8
Speed: Fast
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+2d6), Intuition (+1d6), Weapon Skill (+1d6)

Warning Cry: Gryph-hounds are almost impossible to sneak up on. The Gryph-hound and its allies can never be surprised.

Beak and Claws: Melee Attack (Average), 3d6, 1+S Damage. Slashing and Piercing.

EQUIPMENT

HEAD	
CLOAK	Cloak and twin-tailed comet pin
ARMOUR	Warpriest's Vestments
R. HAND	Warhammer
L. HAND	Sigmarite Tome
ARMS	
BOOTS	
JEWELRY	
OTHER	
OTHER	

CURRENCY

DROPS	PHIALS	SPHERES
160		

OTHER GEAR

Bedroll
Apothecary's satchel
Storm lantern
A pipette

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT
Healing Spirit	-	Zone	Self	Instant	Make a DN 5:1 soul (Devotion) Test. You an allies in your Zone recover 1 Toughness. +1 Mettle to add your soul to Toughnes
Light of Sigmar	1	Zone	Self	Instant	1 Mettle. Make a DN 5:1 soul (Devotion) Test. Enemies in your Zone suffer 1 Damage per success. +1 Mettle to ignore Armou

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