WARHAMMER AGE OF SIGMAR ROLEPLAY

SOULBOUND™

ARCHETYPE | SPECIES | PRONOUNS

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	☐☐☐	✧✧✧

SHORT-TERM GOALS

TALENTS

NATURAL AWARENESS

LONG-TERM GOALS

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

WOUNDS

MORTALLY WOUNDED

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS

PORTRAIT

BACKGROUND

EQUIPMENT

HEAD

CLOAK

ARMOUR

R. HAND

L. HAND

ARMS

BOOTS

JEWELRY

OTHER

OTHER

QUOTES

OTHER GEAR

CONNECTIONS

SECRETS

CURRENCY

DROPS PHIALS SPHERES

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT

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