WARHAMMER AGE OF SIGMAR ROLEPLAY

SOULBOUND™

Kurnoth Hunter	Sylvaneth
ARCHETYPE	SPECIES

12	Wise, verdant Green	Soft green foliage	11'4"	2,000lbs
AGE	EYES	HAIR	HEIGHT	WEIGHT

Darach
CHARACTER NAME

An owl and squirrel live in my branches.
DISTINGUISHING FEATURES

0
XP

3	BODY
4	MIND
1	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	●☐☐	✧✧✧

GOALS

Short-term: Befriend a small creature of this strange land.

Long-term: Make the Everqueen proud.

CONNECTIONS

Xan has witnessed me at my worst.

TALENTS

NATURAL AWARENESS 2

SYLVANETH - NATURAL ARMOUR: Your base Armour Rating is 2. You cannot wear armour, but your Natural Armour can be reinforced.

ANCESTRAL MEMORIES: You can draw upon the memories and experiences of your Sylvaneth ancestors and learn from them. When you complete a Rest, you gain Training (1) or Focus (1) in one Skill of your choice, or increase your Training or Focus in a Skill you already have by 1. You retain this benefit until you finish a Rest, at which point you can choose a new Skill or keep the Skill you already have.

After his last Rest, Darach choose to increases his Training in Stealth by 1, up to Training (2).

ANIMAL FRIENDS: You have a natural affinity for animals and they tend to like you. You have Advantage on Opposed Tests when trying to get an animal to follow your commands or earn its trust. Additionally, you naturally know what an animal wants or what might be causing it stress or harm..

HAIL OF DOOM: You rain down a hail of projectiles on the enemies around you. Choose a Zone within your weapon's range and make a DN 4:1 Body (Ballistic Skill) Test. Each enemy in that Zone must make an Opposed DN 4:1 Body (Reflexes) Test. On a failure, the target suffers Damage equal to the difference in successes. If a target passes the Test, they take no damage.

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 4

METTLE 1 1 (Current / Total)

ARMOUR 2

TOUGHNESS 8 8 (Current / Total)

WOUNDS

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Greatbow	4d6	+1	1 + S	Range (Long), Subtle, Piercing, Two-handed
Greatsword	4d6	+0	2 + S	Slashing, Two-handed

MORTALLY WOUNDED

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PORTRAIT

BACKGROUND

NOTES

Darach decided to swap his Body and Mind during character creation.

EQUIPMENT

HEAD

CLOAK

ARMOUR

R. HAND Greatbow

L. HAND Greatbow

ARMS

BOOTS

JEWELRY

OTHER

OTHER

CURRENCY

DROPS	PHIALS	SPHERES
280		

OTHER GEAR

Greatsword

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT

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