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

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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/COST	TARGET	RANGE	DURATION	EFFECT

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