Warhammer Age of Sigmar Roleplay

SOULBOUND

Vel Arturious	Knight-Questor	Stormcast Eternal				
CHARACTER NAME	ARCHETYPE	SPECIES				
	30s	Piercing brown	Brown	7'5"	282lbs	
	AGE	EYES	HAIR	HEIGHT	WEIGHT	
	Scars on right side of face, streaked blue face paint				0	
	DISTINGUISHING FEATURES				XP	

4	BODY
2	MIND
3	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 1

GOALS

Short-term: Track down my missing ally from my former Stormhost.

Long-Term: Rid Brightspear of Tzeenth's influence.

CONNECTIONS

I saved Malgra's life.

TALENTS

STORMCAST ETERNAL - REFORGED: I have died and been reforged 5 times already.

HEROIC CHALLENGE: You call out a challenge to one of your enemies, demanding they face you. As an action, choose a creature within Medium Range. If the creature attacks any target other than you, its Melee and Accuracy decrease one step. Additionally, your Melee increases one step when attacking the target of your challenge. This effect lasts until the end of combat.

BULWARK: You are a stalwart defender, able to hold off numerous enemies at once. If two or more enemies are within Close Range of you at the start of your turn, your Defence increases one step. This benefit lasts until the start of your next turn.

COMBAT REFLEXES: You are always ready for a fight and never caught off-guard. You gain a +2 bonus to your Initiative and can never be Surprised in combat.

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 will often leave you alone even when you are somewhere you don't belong for fear of angering you.

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 2 2 (Current / Total)

ARMOUR 3

TOUGHNESS 9 9 (Current / Total)

WOUNDS

MORTALLY WOUNDED

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Questor Warblade	5d6	+1	1 + S	Sigmarite, Slashing

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PORTRAIT



BACKGROUND

NOTES

EQUIPMENT

HEAD

CLOAK Questor Cloak

ARMOUR Sigmarite Warplate

R. HAND Questor Warblade

L. HAND Sigmarite Shield

ARMS

BOOTS

JEWELRY Pendant of the Hammers of Sigmar

OTHER

OTHER

OTHER GEAR

CURRENCY

65		
DROPS	PHIALS	SPHERES

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT

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