WARHAMMER AGE OF SIGMAR ROLEPLAY

SOULBOUND™

Isharann Tidecaster	Aelf (Idoneth Deepkin)
ARCHETYPE	SPECIES

80	Weary grey	Silver blue	6'9'''	185lbs
AGE	EYES	HAIR	HEIGHT	WEIGHT

Ímren Sealgaire

CHARACTER NAME

Arcane patterns on my back	0
DISTINGUISHING FEATURES	XP

1 BODY
4 MIND
2 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 3

GOALS

Short-term: Find the worst Mortal in Brightspear and claim their soul.

Long-term: Discover how to fix the souls of my kindred.

CONNECTIONS

Darach shared a secret with me

TALENTS

ELF - LONG-LIVED: You have 2 XP to spend on any Skill (Awareness).

SPELLCASTING (THE DEEPS): You have studied one of the Lores of Magic and are able to shape the arcane energy of the Realms into powerful spells. When you gain this Talent, choose one of the Lores of Magic listed below. You learn the spells Arcane Bolt and Mystic Shield, and can choose 4 more spells from the Common Spell list and your Lore's spell list.

SHAPE SPELL: You have learned to control and shape your most deadly spells to avoid your allies. When your spell targets a Zone, you can choose a number of targets equal to your Focus in Channeling to be unaffected by the spell.

SCHOLAR: You have spent years studying a particular area of lore and knowledge, such as history, biology, one of the sciences, or the realms themselves. Choose the focus of your study. You double the dice gained from Training in Lore for Tests concerning the chosen subject.

UNBIND: You have learned to quickly unravel the winds of magic and can Unbind spells before they take effect. When a creature you can see within Medium Range casts a spell, you can spend a Mettle to attempt to Unbind it. Make a Mind (Channeling) Test vs the Casting Difficulty of the spell. If you succeed, the Spell is unbound and has no effect.

WITCH SIGHT: You are gifted with the ability to "see" the magical energy that permeates the realms. For some, this manifests as coloured waves or motes of light in the air. Others perceive the thaumaturgical energies of the realms as distinct frequencies or musical notes, or as a scent in the air, or a touch on the skin. Most wizards and spellcasters have some minor form of Witch-Sight, but you have trained yourself to discern the patterns and motes of magical energy around you. At the GMs discretion you can use this ability to track and follow the winds of magic, though the realms are so pervasive with magical energy this can prove quite difficult.

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 6

METTLE 1 1 (Current / Total)

ARMOUR 1

TOUGHNESS 7 7 (Current / Total)

WOUNDS

MORTALLY WOUNDED

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Pelagic Staff	1d6	+0	1 + S	Crushing, Two-handed

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PORTRAIT

BACKGROUND

NOTES

EQUIPMENT

HEAD	
CLOAK	Ethersea Cloak
ARMOUR	Azure Scales
R. HAND	Pelagic Staff
L. HAND	Pelagic Staff
ARMS	
BOOTS	
JEWELRY	
OTHER	
OTHER	

CURRENCY

DROPS	PHIALS	SPHERES
200		

OTHER GEAR

Caverd Aelven rune meaning "water"
Two airtight scroll cases

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT
Arcane Blast	6:1	Zone	Medium	Instant	Each creature in the Zone suffers 1 Damage. +1 damage per additional success.
Arcane Bolt	4:1	1	Medium	Instant	The target suffers 1 Damage. +1 Damage per additional success.
Cloying Sea Mists	5:3	Zone	Self	1 + success rounds	Enemies must make a DN 4:S Body (Fortitude) Test or become Incapacitated for 1 round.
Forgotten Memories	5:3	Zone	Short	Instant	Target must make a DN 4:S Mind (Determination) Test or forget an event.
Mystic Shield	5:1	1	Medium	1 + success rounds	Choose yourself or an ally. The target's Defence increases one step for 1 round.
Riptide	6:1	1	Medium	Instant	Target suffers 1 Damage, which ignores Armour. +1 Damage per additional succes.

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