Warhammer Age of Sigmar Roleplay

Soulbound

Malgra Dainsson

CHARACTER NAME

Skyrigger (Endrinrigger)	Duardin (Kharadron Overlords)				
ARCHETYPE	SPECIES				
85	Young, dark brown	Black	4'8"	191lbs	
AGE	EYES	HAIR	HEIGHT	WEIGHT	
Barak-Nar tattoo on right shoulder and arm.				0	
DISTINGUISHING FEATURES				XP	

3	BODY
3	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: Find Brokka Brokkisdottir in Brightspear and catch up.

Long-term: Build my own ship from scratch.

CONNECTIONS

I read Ímren's journal. It was... unsettling.

TALENTS

NATURAL AWARENESS

DUARDIN - TOO STUDDEN TO DIE: +2 Wounds

ENDINREERS GUILD MEMBER: You are a member of the Endrineers Guild. You studied artifice and metalwork in one of the renowned Endrineering Academies of Kharadron sky-ports. You can take the Endrineering Endeavour to forge aetheric devices.

COMBAT REPAIRS: You may attempt to repair an ally's damaged Armour in combat. The DN for the Test depends on the rarity and type of armour, and your familiarity with the material:

DN 4:1: Familiar with the material or the armour is Common.
DN 5:1: Unfamiliar with the material or the armour is Rare.
DN 6:1: Unfamiliar and the material is unique or magical, such as Sigmarite or the natural armour of the Sylvaneth.

If you succeed, you restore 1 Armour for each success, up to the Armour's original rating. This cannot increase Armour above it's maximum. The repairs are temporary and last only until the end of combat, at which point any patchwork pieces fall away or the armour becomes too painful to wear.

DEMOLITIONS EXPERT: Through clever augmentation of explosive devices, shouted warnings, and sometimes sheer luck, you can protect your allies from your combustive carnage. When you use an explosive or weapon with the Blast Trait, you can choose a number of targets equal to your Focus in Crafting to be unaffected by the blast.

SAVVY: You are adept at striking deals, haggling, and navigating the cutthroat world of business. You have Advantage on Opposed Tests when bargaining with merchants or brokering contracts. Additionally, if you attempt to bribe someone and fail in a brive, they are less likely to take it poorly or report you and will likely just brush it off.

QUICK RELOAD: You are practiced at reloading cumbersome weapons. You ignore the Reload Trait on any weapons you use.

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: 5

METTLE: 1 (Current) 1 (Total)

ARMOUR: 2

TOUGHNESS: 7 (Current) 7 (Total)

WOUNDS

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Aethermatic Saw	3d6	+0	1 + S	Aetheric, Loud, Rend, Slashing
Aeheric Grenade	5d6	+1	2	Aetheric, Blast (2), Loud, Range (Medium)
Drill Launcher	5d6	+1	2 + S	Aetheric, Blast (2), Loud, Piercing, Range (Long), Reload,Two-handed
Rapid-fire Rivet Gun	5d6	+1	1 + S	Aetheric, Loud, Piercing, Range (Medium), Spread
Warhammer	3d6	+0		Crushing

MORTALLY WOUNDED

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PORTRAIT

BACKGROUND

NOTES

EQUIPMENT

HEAD

CLOAK

ARMOUR Arkanaut Armour

R. HAND Aethermatic Saw

L. HAND Rapid-fire Rivet Gun

ARMS

BOOTS

JEWELRY Lucky charm

OTHER

OTHER

CURRENCY

25 DROPS

PHIALS

SPHERES

OTHER GEAR

Lucky Charm: A chain with a broken shard of metal - all that's left from the first aether-endrin I crafted

Basic Aether-rig (6 power)
- Aether-endrin (Fly Normal, Power 1)
- Aethermatic Saw (Power 1)
- Arkanaut Armour (+1 Armour, Power 1)
- Drill Launcher (Power 2)
- Rapid-fire Rivet Gun (Power 1)

Drill Launcher Replacement Head

Warhammer

Aetheric Grenade (2)

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT

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