



XAN BEMYR

QUOTES

'Fly before the holy Light of Sigmar! Fall to the Hammer of the God-King!'

'Sigmar does not relent and Sigmar does not forgive Chaos its trespasses.'

'Once I was ignored in the streets too. Perhaps one of the children can help.'

'Faith in Sigmar will allow us to overcome any enemy, no matter how devious.'

WHO IS XAN BEMYR?

Xan Bemyr is a Warpriest of the Devoted of Sigmar. He was born and bred on Aqshy, and fire is in his very soul. Xan is quick to anger and shows no mercy to those who would stand against Sigmar. But his fiery emotions also blaze brightly when he is among friends and he takes delight in Tolla, his loyal Gryph-Hound.

He is willing to do anything in the name of his divine liege.

WHAT IS HE LIKE?

Secure and devoted to the God-King, Xan readily shows his emotions, for good or ill.

WHY PLAY XAN?

Confident in the God-King's favour, Xan can handle any situation:

- ✧ He can bring the purifying Light of Sigmar and his crushing Warhammer to enemies.
- ✧ He can use his Medicine Skill and Healing Spirit to aid his allies.
- ✧ Tolla, his Gryph-Hound companion, can help the group.

XAN BEMYR

EXCELSIOR WARPRIEST



CHARACTER BACKGROUND



CHARACTER DETAILS

Age: 38
Pronouns: He/him
Species: Human
Distinguishing Features: Pierced ear

Eyes: Burning hazel
Hair: None
Height: 6' 2" (1.88 m)
Weight: 231 lbs (104.8 kg)

GOALS

Read over and circle one of the following goals to determine what motivates you. During play, if you achieve one of your Goals, you gain 1 XP and the party recovers 1 Soulfire.

- 1. Root out the servants of Tzeentch and burn them in Sigmar's holy fire.
- 2. Help the children of the Foundling Academy.
- 3. Raise up a memorial or other marker to the God-King.

CONNECTIONS

Select one, some, or all of the following connections to reflect your history and relationships with the other party members

- 1. I understand Darach's love for Alarielle, it is like mine for Sigmar.
- 2. Imren is determined but cold; I respect her power.
- 3. Malgra makes me smile but they think I do not know how to weep.
- 4. I saw Vel die.

SECRETS

Select one, some, or all of the following secrets:

- 1. My warhammer was a gift from an old friend; I wish I could find them again.
- 2. Just because I never show doubt in my actions or words does not mean I do not feel it.
- 3. My faith can make me blind sometimes.

GEAR AND CURRENCY

Xan begins the game with a cloak, twin-tailed comet pin, vestments, Warhammer, tome of Sigmar, bedroll, apothecary's satchel, storm lantern, pipette, Tolla the Gryph-Hound, and 160 drops of Aqua Ghyranis.

CURRENCY



XAN BEMYR
EXCELSIOR WARPRIEST

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

EQUIPMENT

HEAD	
CLOAK	Red with gold trim
ARMOUR	Warpriest's Vestments
R. HAND	Warhammer
L. HAND	Holy Tome of Sigmar
ARMS	
BOOTS	
JEWELRY	Twin-tailed comet pin
OTHER	
OTHER	

TALENTS

HUMAN: You gain one additional Talent (Iron Will selected).

BLESSED (SIGMAR): Where others may worship a god, you are one of the truly devoted. For your devotion and piety you have been blessed with a fraction of your god's power. This power takes the form of Miracles.

MIRACLE - HEALING SPIRIT: The power of your god washes over you and your allies and heals your injuries. Make a DN 5:1 Soul (Devotion) Test. You and allies in your Zone recover 1 Toughness per success. When you use this Miracle, you can choose to spend a Mettle to add your Soul to the amount of Toughness recovered.

MIRACLE - LIGHT OF SIGMAR: You draw upon the holy, searing light of Sigmar to burn your foes. Make a DN 5:1 Soul (Devotion) Test. Enemies in your Zone suffer 1 Damage per success. When you use this Miracle, you can choose to spend a Mettle to have the Damage ignore Armour.

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

IRON WILL: You are able to shrug off punishment through sheer force of will. You gain +1 Toughness for each level of Training in the Determination Skill.

LOYAL COMPANION (GRYPH-HOUND): You have a familiar or pet that serves as your loyal companion (Tolla the Gryph-hound)

SIGMAR'S JUDGEMENT: You have spent your life hunting the daemons and heretics that plague the Mortal Realms. Your Melee and Accuracy increase one step when the target of your attack is a Daemon or servant of Chaos.

NOTES

TOLLA, LOYAL GRYPH-HOUND

Body: 2
T Average Mind: 1
C Poor Soul: 2
P Poor

Toughness: 8
Speed: Fast
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+2d6), Intuition (+1 d6), Weapon Skill (+1 d6)

Warning Cry: Gryph-hounds are almost impossible to sneak up on. The Gryph-hound and its allies can never be surprised.

Beak and Claws: Melee Attack (Average), 3d6, 1 + S Damage. Slashing, Piercing.

COMBAT ABILITIES

	INITIATIVE	METTLE	WOUNDS
EXTRAORDINARY	2	2	
SUPERB			
GREAT			
GOOD			
AVERAGE	1	8	
POOR			

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Warhammer	3d6	+ 1	1 + S	Crushing
Hand Hammer (Melee)	3d6	+ 1	+ S	Crushing, Subtle, Thrown (Short)
Hand Hammer (Ranged)	2d6	+ 0	+ S	Crushing, Subtle, Thrown (Short)

CHARACTER SHEET EXPLANATION

ATTRIBUTES AND SKILLS

Attributes and Skills are used when making a Test. Attributes describe your innate capabilities — your physical prowess, your intelligence, and your strength of will — while Skills represent your experience and know-how in a particular area. Each level of Training in a Skill adds 1d6 to your dice pool for Tests, each level of Focus adds +1 to a single die after you roll.

See the Rules Reference Sheet for more information.

TALENTS

Talents are special powers, tricks, resources, and abilities your character can utilise during the course of play.

INITIATIVE

Your Initiative determines the order you act in during combat, with the highest Initiative acting first.

METTLE

Mettle is your fighting spirit and the well of reserves you can tap into when things look their worst. Mettle is a resource you can spend to take extra actions, modify dice pools, and more. See the Rules Reference Sheet for what you can do with Mettle.

You recover one Mettle at the start of your turn, up to your maximum.

ARMOUR

Armour represents the damage you can shrug off each time you are hit. When you are hit, you reduce the amount of Damage you would take by your Armour. See the Combat Reference Sheet for more information.

TOUGHNESS

Your Toughness represents the amount of Damage you can take before you start suffering Wounds. See the Combat Reference Sheet for more information.

WOUNDS

When your Toughness has been reduced to 0 and you take further Damage, you suffer a Wound. Wounds represent serious injuries that can become life threatening. Your character can only take a certain number of Wounds before they become Mortally Wounded. See the Combat Reference Sheet for more information on becoming Mortally Wounded.

MELEE, ACCURACY, AND DEFENCE

Your ability in combat is determined by your Melee T, Accuracy C, and Defence D. Melee is your skill in hand-to-hand combat and is used to make a melee attack; Accuracy represents your ability with ranged weapons and is used for ranged attacks; and Defence is how adept you are at avoiding danger. See the Combat Reference Sheet for more information.

ATTACKS

This is a list of your attacks. It lists the weapon name, your total dice pool for the attack, any Focus you have to modify the results, the Damage the weapon deals, and any Traits the weapon has.

To make an Attack, compare your Melee T or Accuracy C against the target's Defence D. This determines the DN of the Test, as shown on the table below. See the Combat Reference Sheet for more information.

ATTACK DN	
MELEE T OR ACCURACY C Vs. DEFENCE D	DN
Your T or C is two or more steps higher than the target's D	2
Your T or C is one step higher than the target's D	3
Your T or C is equal to the target's D	4
Your T or C is one step lower than the target's D	5
Your T or C is two steps lower than the target's D	6



VEL ARTURIOS

QUOTES

'Our enemies have fled! They are cowards. But what is this?'

'I will give you a chance to be clever; but then the judgment of Sigmar will be upon you.'

'I prefer direct approaches to subterfuge, but I am willing to listen.'

'All I need is Sigmar's strength and I can accomplish anything.'

WHO IS VEL ARTURIOS?

Vel Arturios is a Knight-Questor of the Stormcast Eternals. She embodies Sigmar's beliefs completely, and is determined to stand against those who would see a return to the Age of Chaos.

Vel is a champion of the Celestial Realm, charged with a holy duty by the God-King himself. For now, that includes the Soulbound and Brightspear.

WHAT IS SHE LIKE?

Unwavering in her devotion to Sigmar, Vel is an unparalleled warrior and an imposing presence among the party.

WHY PLAY VEL?

Vel is a highly capable warrior that prefers going toe-to-toe with her enemies:

- ✧ She is a warrior and stalwart defender of her allies.
- ✧ With her special Talents, she can challenge even the most dangerous enemies.
- ✧ She is always ready for battle and everyone knows it.

VEL ARTURIOS

KNIGHT-QUESTOR



CHARACTER
BACKGROUND



CHARACTER DETAILS

Age: 30s (apparent age)
Pronouns: She/her
Species: Stormcast Eternal
Distinguishing Features: Scars on the right side of her face, streaked blue face paint

Eyes: Piercing Brown
Hair: Brown
Height: 7' 5" (2.26 m)
Weight: 282 lbs (127.9 kg)

GOALS

Read over and circle one of the following goals to determine what motivates you. During play, if you achieve one of your Goals, you gain 1 XP and the party recovers 1 Soulfire.

- 1. Complete Lord-Arcanum Gravewing's mission.
- 2. Find the Hall of Memory in Brightspear.
- 3. Slay a powerful Chaos daemon.

CONNECTIONS

Select one, some, or all of the following connections to reflect your history and relationships with the other party members.

- 1. Darach always surprises me with his thoughts.
- 2. I respect the power that Imren wields, perhaps more than she does.
- 3. I saved Malgra's life.
- 4. Xan is proof that mortals still have strength in them.

SECRETS

Select one, some, or all of the following secrets:

- 1. I can feel my memories slipping away, I want to fix that.
- 2. I feel disconnected from my Soulbound partners.
- 3. I yearn for peace but know I will always have another battle to fight.

GEAR AND CURRENCY

Vel begins the game with a Questor cloak, Sigmarite Warplate, Shield and Warblade, Pendant of the Hammers of Sigmar, 65 drops of Aqua Ghyranis.

CURRENCY



VEL ARTURIOS
KNIGHT-QUESTOR

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	■□□	◆◆◆

EQUIPMENT

HEAD	
CLOAK	Questor Cloak
ARMOUR	Sigmarite Plate
R. HAND	Questor Warblade
L. HAND	Sigmarite Shield
ARMS	
BOOTS	
JEWELRY	Hammer Pendant
OTHER	
OTHER	

TALENTS

STORMCAST ETERNAL : When you die, you can be reformed and return to life a short time later. You have died and been reformed five 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 READY: You are always ready for a fight and never caught off-guard. You gain a +2 bonus to your Initiative (Included below already) and can never be Surprised in combat.

DIPLOMAT: Your soothing words and natural empathy allow you to calm others when things grow tense. You have Advantage on Opposed Tests when attempting to resolve a conflict, gauge other people's moods and intentions, and tell if people are lying. Additionally, you are well thought of and respected, and most people act courteously even if they don't particularly like you.

NATURAL AWARENESS 1

NOTES

COMBAT ABILITIES

	↑	⬆	⬇	INITIATIVE	METTLE	WOUNDS
EXTRAORDINARY	☀	☀	☀	4	2	
SUPERB	☀	☀	☀		Current Total	
GREAT	☀	☀	☀			
GOOD	●	○	●	ARMOUR	TOUGHNESS	
AVERAGE	○	○	○	3	9	
POOR	○	●	○		Current Total	MORTALLY WOUNDED

ATTACKS

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

CHARACTER SHEET
EXPLANATION

ATTRIBUTES AND SKILLS

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TOUGHNESS

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WOUNDS

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MELEE, ACCURACY, AND DEFENCE

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ATTACK DN	
MELEE ↑ OR ACCURACY ↻ Vs. DEFENCE ↓	DN
Your ↑ or ↻ is two or more steps higher than the target's ↓	2
Your ↑ or ↻ is one step higher than the target's ↓	3
Your ↑ or ↻ is equal to the target's ↓	4
Your ↑ or ↻ is one step lower than the target's ↓	5
Your ↑ or ↻ is two steps lower than the target's ↓	6



MALGA DAINSSON

QUOTES

- ‘Self-catalysing aethermantic expansion! Do you know what this means?’*
- ‘If you think I can’t take care of this, you better get out of the way right now.’*
- ‘Not everyone is here to help us, Vel.’*
- ‘Sometimes the way you get things done is by helping others.’*

WHO IS MALGRA DAINSSON?

Malgra Dainsson is an Endrinrigger of the Kharadron Overlords. Once responsible for the mighty endrins that hold their people’s skyships aloft, they are now a member of the Soulbound with a sacred duty to stand against Chaos and Death.

They are most happy when their skills can be of use, either in combat, repairing equipment, or divining the lost secrets of the Mortal Realms.

WHAT ARE THEY LIKE?

Unflinching in the face of danger, steady-handed Malgra enjoys it best when they are under pressure.

WHY PLAY MALGRA?

- An expert aether-endrineer with a variety of heavy weaponry, Malgra is best for those who want:
- ✧ To be versatile and able to do damage from either far away or close up.
 - ✧ To save the day at the last moment with their gear or skills.
 - ✧ To negotiate with others and get the best deals for the party.

MALGRA DAINSSON

SKYRIGGER



CHARACTER BACKGROUND



CHARACTER DETAILS

Age: 85
Pronouns: They/them
Species: Duardin (Kharadron Overlords)
Distinguishing Features: Tattoo on right shoulder and arm of the crest of Barak-Nar, your home city.

Eyes: Young, dark brown
Hair: Black
Height: 4' 8" (1.42 m)
Weight: 191 lbs (86.6 kg)

GOALS

Read over and circle one of the following goals to determine what motivates you. During play, if you achieve one of your Goals, you gain 1 XP and the party recovers 1 Soulfire.

- Find Brokka Brokkisdottir in Brightspear and catch up.
- Save Vel's life in battle.
- Make a contact in the city related to my craft.

CONNECTIONS

Select one, some, or all of the following connections to reflect your history and relationships with the other party members.

- Darach frustrates me sometimes because he sees the world so differently.
- I read Ímren's journal. It was... unsettling.
- Vel saved me recently. I'm going to pay her back.
- Xan is too good for our responsibilities, he doesn't deserve the pain that is coming.

SECRETS

Select one, some, or all of the following secrets:

- One of Brokkisdottir's tattoos involves me.
- I secretly stole a look at Ímren's journal.
- I don't feel like I earned my Binding.

GEAR AND CURRENCY

Malga starts the game with a lucky charm, Aether-rig with Endrin, Aethermatic Saw, Arkanaut Armour, Drill Launcher, and Rapid-Fire Rivet Gun, drill replacement head, Warhammer, Aetheric Grenade, 25 drops of Aqua Ghyranis.

CURRENCY



MALGRA DAINSSON SKYRIGGER

3 BODY
3 MIND
1 SOUL

EQUIPMENT

HEAD _____
CLOAK _____
ARMOUR Arkanaut Armour
R. HAND Aethermatic Saw
L. HAND Rapid-fire Rivet Gun
ARMS _____
BOOTS _____
JEWELRY Lucky charm
OTHER _____
OTHER _____

NOTES

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	□□□	◇◇◇

TALENTS

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 combusive 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.

DUARDIN: Duardin are notoriously hard to kill. Your Wound maximum increase by 2 (included already).

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.

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 bribe, 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.

NATURAL AWARENESS 2

COMBAT ABILITIES

	INITIATIVE	METTLE	WOUNDS
EXTRAORDINARY	5	1	
SUPERB			
GREAT			
GOOD			
AVERAGE	2	7	
POOR			
			MORTALLY WOUNDED

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
Aethermatic Saw	3d6	+ 0	1 + S	Aetheric, Loud, Rend, Slashing
Aetheric Grenade	—	—	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

CHARACTER SHEET EXPLANATION

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ATTACKS

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To make an Attack, compare your Melee ↑ or Accuracy ↻ against the target's Defence ↓. This determines the DN of the Test, as shown on the table below. See the **Combat Reference Sheet** for more information.

ATTACK DN	
MELEE ↑ OR ACCURACY ↻ Vs. DEFENCE ↓	DN
Your ↑ or ↻ is two or more steps higher than the target's ↓	2
Your ↑ or ↻ is one step higher than the target's ↓	3
Your ↑ or ↻ is equal to the target's ↓	4
Your ↑ or ↻ is one step lower than the target's ↓	5
Your ↑ or ↻ is two steps lower than the target's ↓	6



ÍMREN SEALGAIRE

QUOTES

'Dangerous? We are all dangerous in our own ways. But we waste time!'

'I have seen what lies waiting in the darkest and coldest waters; the land holds nothing for me to fear.'

'We have a saying among my folk: loyal people drown; smart people talk. Which are you?'

'You cannot convince me that anything is more important than the mission.'

WHO IS ÍMREN SEALGAIRE?

Ímren Sealgaire is a Tidecaster of the Idoneth Deepkin. She is pragmatic and resolute, undertaking the bleak tasks she is assigned with grim resolve. Her eyes are distant and full of loss, but she secretly hopes that her service to the Soulbound will help her people grow stronger. Like many Aelves, she is perceptive and quick to react.

WHAT IS SHE LIKE?

Ímren is determined and disciplined; she is precise in her magic, weaving deadly spells around her allies.

WHY PLAY ÍMREN?

Ímren is a powerful magic user with deep knowledge:

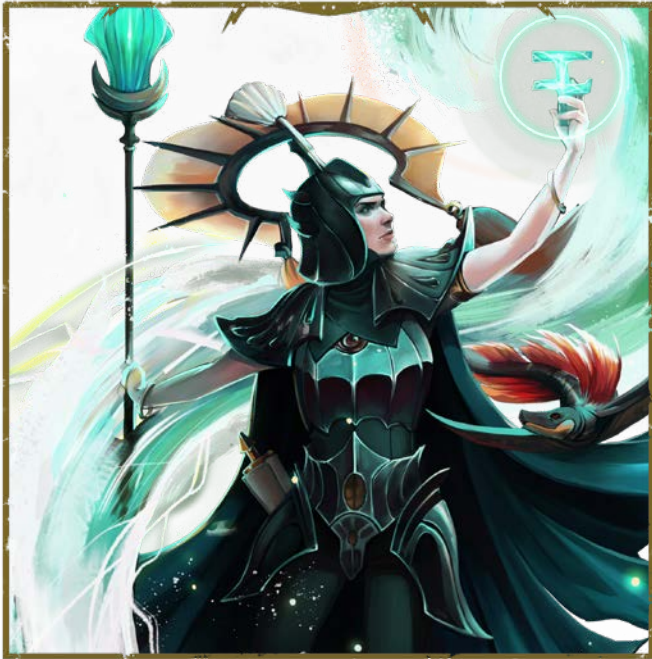
- ✧ Use your spells to attack enemies or aid allies.
- ✧ Use your scholarly lore to reveal secrets.
- ✧ Use Witch Sight and Unbind to keep your party safe.

ÍMREN SEALGAIRE

ISHARANN TIDECASTER



CHARACTER BACKGROUND



CHARACTER DETAILS

Age: 80
Pronouns: She/her
Species: Aelf (Idoneth Deepkin)
Distinguishing Features: Arcane patterns on my back

Eyes: Weary grey
Hair: Silver-blue
Height: 6'9" (2.05 m)
Weight: 185 lbs (83.9 kg)

GOALS

Read over and circle one of the following goals to determine what motivates you. During play, if you achieve one of your Goals, you gain 1 XP and the party recovers 1 Soulfire.

- Find the worst mortal in Brightspear and claim their soul.
- Open the eyes of the Collegiate Arcane to the power of my magic.
- Make a discovery in my scholarly field of interest.

CONNECTIONS

Select one, some, or all of the following connections to reflect your history and relationships with the other party members.

- Darach told me the secret tale of his shame.
- I feel sympathy with Malgra and trust them.
- Vel is too certain of herself and too careless sometimes.
- Xan makes me laugh — on the inside.

SECRETS

Select one, some, or all of the following secrets:

- I feel like I can't show humour because that would reveal a weakness.
- Sometimes I regret making the commitment to become Soulbound.
- I am certain that I will be the last of us to fall.

GEAR AND CURRENCY

Ímren starts the game with a Pelagic Staff, Ethersea Cloak, Azure Scales, Aelven rune (meaning 'water'), two airtight scroll cases, 200 drops of Aqua Ghyranis.

CURRENCY



ÍMREN SEALGAIRE
ISHARANN TIDECASTER

1 BODY
4 MIND
2 SOUL

EQUIPMENT

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

NOTES

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	□□□	◆◆◆

TALENTS

AELF: You have 2 XP to spend on any Skill (spent on Training (1) and Focus (1) in 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. As an Action, you can cast one of the spells listed below. See the **Spell Reference Sheet** for more on spells.

ARCANE DISCIPLINE: 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 Channelling to be unaffected by the spell.

SCHOLAR: You have spent years studying a particular area of lore and knowledge. You have chosen the Mortal Realms as your focus. You double the dice gained from Training in Lore for Tests concerning the Mortal Realms and realmgates.

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 (Channelling) 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 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.

NATURAL AWARENESS 3

COMBAT ABILITIES

	INITIATIVE	METTLE	WOUNDS
EXTRAORDINARY	6	1	
SUPERB			
GREAT			
GOOD			
AVERAGE			
POOR			
ARMOUR	1		
TOUGHNESS		7	
MORTALLY WOUNDED			

ATTACKS

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

SPELLS

NAME	DN	TARGET	RANGE	DURATION	EFFECT
Arcane Blast	6:1	Zone	Medium	Instant	Each creature in the Zone suffers 1 Damage per success.
Arcane Bolt	4:1	1	Medium	Instant	The target suffers 1 Damage per success.
Cloying Sea Mists	5:3	Zone	Self	1 + success rounds	Enemies in your Zone must make a DN 4:S Body (Fortitude) Test or become <i>Incapacitated</i> .
Ghost Light	3:1	Zone	Self	1 + success hours	A light illuminates your Zone and removes any <i>Lightly</i> or <i>Heavily Obscured</i> Traits.
Mystic Shield	5:1	1	Medium	1 + success rounds	The target's Defence increases one step until the start of your next turn.
Riptide	6:1	1	Medium	Instant	The target suffers 1 Damage per success, which ignores Armour.

CHARACTER SHEET EXPLANATION

ATTRIBUTES AND SKILLS

Attributes and Skills are used when making a Test. Attributes describe your innate capabilities — your physical prowess, your intelligence, and your strength of will — while Skills represent your experience and know-how in a particular area. Each level of Training in a Skill adds 1d6 to your dice pool for Tests, each level of Focus adds +1 to a single die after you roll.

See the **Rules Reference Sheet** for more information.

TALENTS

Talents are special powers, tricks, resources, and abilities your character can utilise during the course of play.

INITIATIVE

Your Initiative determines the order you act in during combat, with the highest Initiative acting first.

METTLE

Mettle is your fighting spirit and the well of reserves you can tap into when things look their worst. Mettle is a resource you can spend to take extra actions, modify dice pools, and more. See the **Rules Reference Sheet** for what you can do with Mettle.

You recover one Mettle at the start of your turn, up to your maximum.

ARMOUR

Armour represents the damage you can shrug off each time you are hit. When you are hit, you reduce the amount of Damage you would take by your Armour. See the **Combat Reference Sheet** for more information.

TOUGHNESS

Your Toughness represents the amount of Damage you can take before you start suffering Wounds. See the **Combat Reference Sheet** for more information.

WOUNDS

When your Toughness has been reduced to 0 and you take further Damage, you suffer a Wound. Wounds represent serious injuries that can become life threatening. Your character can only take a certain number of Wounds before they become Mortally Wounded. See the **Combat Reference Sheet** for more information on becoming Mortally Wounded.

MELEE, ACCURACY, AND DEFENCE

Your ability in combat is determined by your Melee ⚔, Accuracy 🎯, and Defence 🛡. Melee is your skill in hand-to-hand combat and is used to make a melee attack; Accuracy represents your ability with ranged weapons and is used for ranged attacks; and Defence is how adept you are at avoiding danger. See the **Combat Reference Sheet** for more information.

ATTACKS

This is a list of your attacks. It lists the weapon name, your total dice pool for the attack, any Focus you have to modify the results, the Damage the weapon deals, and any Traits the weapon has.

To make an Attack, compare your Melee ⚔ or Accuracy 🎯 against the target's Defence 🛡. This determines the DN of the Test, as shown on the table below. See the **Combat Reference Sheet** for more information.

ATTACK DN	
MELEE ⚔ OR ACCURACY 🎯 Vs. DEFENCE 🛡	DN
Your ⚔ or 🎯 is two or more steps higher than the target's 🛡	2
Your ⚔ or 🎯 is one step higher than the target's 🛡	3
Your ⚔ or 🎯 is equal to the target's 🛡	4
Your ⚔ or 🎯 is one step lower than the target's 🛡	5
Your ⚔ or 🎯 is two steps lower than the target's 🛡	6



DARACH

QUOTES

'It is unwise to remain in the open if the enemy is in the shadows.'

'I wish to know my enemy. That way I can be ready to fight them and their traps.'

'Threats rarely work. When you do not know something, you should ask a question.'

'A direct assault is unwise, we should look for alternatives.'

WHO IS DARACH?

Darach is a Kurnoth Hunter, grown to serve as a defender of the Sylvaneth. He was chosen by Alarielle to become Soulbound and learn more about the people of Aqshy. He loves animals and it sometimes seems that he does better socialising with them than other people. However, his wide, bright green eyes are always open and he never misses much.

WHAT IS HE LIKE?

Quiet and contemplative at most times, he is a natural-born warrior in combat, wielding bow and sword with deadly efficiency.

WHY PLAY DARACH?

A smart team player that has special skills:

- ✧ Darach is excellent at long-range combat.
- ✧ Darach knows much about the wild.
- ✧ Darach is remarkably sneaky for his size.



Age: 12	Eyes: Wise, verdant green
Pronouns: He/him	Hair: Soft green foliage
Species: Human	Height: 11'4" (3.45 m)
Distinguishing Features: An owl and squirrel live in my branches.	Weight: 2000 lbs (907 kg)

Read over and circle one of the following goals to determine what motivates you. During play, if you achieve one of your Goals, you gain 1 XP and the party recovers 1 Soulfire.

- Select one, some, or all of the following connections to reflect your history and relationships with the other party members.

- Select one, some, or all of the following secrets:

- Darach starts the game with a Greatbow, Greatsword, and 280 drops of Aqua Ghyranis.

DROPS **PHIALS** **SPHERES**

3 BODY
4 MIND
1 SOUL

HEAD	
CLOAK	
ARMOUR	
R. HAND	Greatbow
L. HAND	Greatbow
ARMS	
BOOTS	
JEWELRY	
OTHER	Owl in my branches
OTHER	Squirrel in my branches

This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf of a book. The paper has a slightly textured appearance with some faint smudges and discoloration, characteristic of old paper. The left edge of the page shows the binding, with dark stitching or thread visible. The overall tone is warm and slightly yellowed.

	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 2

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.

EXTRAORDINARY				INITIATIVE		METTLE
				4		1
SUPERB					Current	Total
GREAT						
GOOD				ARMOUR		TOUGHNESS
				2		8
AVERAGE					Current	Total
POOR						

WOUNDS

MORTALLY WOUNDED

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

Attributes and Skills are used when making a Test. Attributes describe your innate capabilities — your physical prowess, your intelligence, and your strength of will — while Skills represent your experience and knowledge in a particular area. Each level of Training in a Skill adds 1d6 to your dice pool for Tests, each level of Focus adds +1 to a single die after you roll.

Talents are special powers, tricks, resources, and abilities your character can utilise during the course of play.

Your Initiative determines the order you act in during combat, with the highest Initiative acting first.

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You recover one Mettle at the start of your turn, up to your maximum.

Armour represents the damage you can shrug off each time you are hit. When you are hit, you reduce the amount of Damage you would take by your Armour. See the **Combat Reference Sheet** for more information.

Your Toughness represents the amount of Damage you can take before you start suffering Wounds. See the **Combat Reference Sheet** for more information.

When your Toughness has been reduced to 0 and you take further Damage, you suffer a Wound. Wounds represent serious injuries that can become life threatening. Your character can only take a certain number of Wounds before they become Mortally Wounded. See the **Combat Reference Sheet** for more information on becoming Mortally Wounded.

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Your 🗡️ or 🎯 is one step lower than the target's 🛡️	5
Your 🗡️ or 🎯 is two steps lower than the target's 🛡️	6