



COSMERE[®]

ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME

LEVEL

PATHS

ANCESTRY

PHYSICAL

STRENGTH

DEFENSE

SPEED

HEALTH
MAXIMUM

CURRENT

DEFLECT

COGNITIVE

INTELLECT

DEFENSE

WILLPOWER

FOCUS
MAXIMUM

CURRENT

SPIRITUAL

AWARENESS

DEFENSE

PRESENCE

INVESTITURE
MAXIMUM

CURRENT

AGILITY (SPD)

ATHLETICS (STR)

HEAVY WEAPONRY (STR)

LIGHT WEAPONRY (SPD)

STEALTH (SPD)

THIEVERY (SPD)

_____ (___)

CRAFTING (INT)

DEDUCTION (INT)

DISCIPLINE (WIL)

INTIMIDATION (WIL)

LORE (INT)

MEDICINE (INT)

_____ (___)

DECEPTION (PRE)

INSIGHT (AWA)

LEADERSHIP (PRE)

PERCEPTION (AWA)

PERSUASION (PRE)

SURVIVAL (AWA)

_____ (___)

LIFTING CAPACITY

MOVEMENT

RECOVERY DIE

SENSES RANGE

CONDITIONS & INJURIES

EXPERTISES

WEAPONS

TALENTS



STORMLIGHT™

CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME

LEVEL

PATHS

ANCESTRY

PHYSICAL

STRENGTH

DEFENSE

SPEED

COGNITIVE

INTELLECT

DEFENSE

WILLPOWER

SPIRITUAL

AWARENESS

DEFENSE

PRESENCE

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

PURPOSE

OBSTACLE

GOALS

TALENTS , CONTINUED

MARKS

NOTES

CONNECTIONS