



COSMERE®

ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME

LEVEL

PATHS

ANCESTRY

PHYSICAL

STRENGTH

DEFENSE

SPEED

COGNITIVE

INTELLECT

DEFENSE

WILLPOWER

SPIRITUAL

AWARENESS

DEFENSE

PRESENCE

HEALTH
MAXIMUM

CURRENT

DEFLECT

FOCUS
MAXIMUM

CURRENT

INVESTITURE
MAXIMUM

CURRENT

AGILITY (SPD)

OOOOO

ATHLETICS (STR)

OOOOO

HEAVY WEAPONRY (STR)

OOOOO

LIGHT WEAPONRY (SPD)

OOOOO

STEALTH (SPD)

OOOOO

THIEVERY (SPD)

OOOOO

_____ (____) OOOOO

CRAFTING (INT)

OOOOO

DEDUCTION (INT)

OOOOO

DISCIPLINE (WIL)

OOOOO

INTIMIDATION (WIL)

OOOOO

LORE (INT)

OOOOO

MEDICINE (INT)

OOOOO

_____ (____) OOOOO

DECEPTION (PRE)

OOOOO

INSIGHT (AWA)

OOOOO

LEADERSHIP (PRE)

OOOOO

PERCEPTION (AWA)

OOOOO

PERSUASION (PRE)

OOOOO

SURVIVAL (AWA)

OOOOO

LIFTING CAPACITY

MOVEMENT

RECOVERY DIE

SENSES RANGE

CONDITIONS & INJURIES

EXPERTISES

WEAPONS

TALENTS



STORMLIGHT™ CAMPAIGN SETTING

PLAYER NAME

CHARACTER NAME

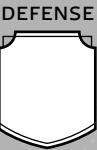
LEVEL

PATHS

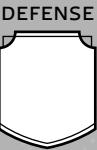
ANCESTRY

PHYSICAL

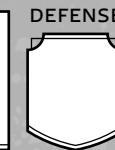
STRENGTH



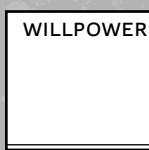
SPEED



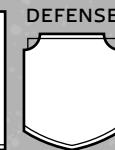
INTELLECT



WILLPOWER



SPIRITUAL



PRESENCE



CHARACTER APPEARANCE

ARMOR & EQUIPMENT

PURPOSE

OBSTACLE

GOALS

OOO

OOO

OOO

OOO

OOO

OOO

OOO

OOO

OOO

TALENTS, CONTINUED

MARKS

NOTES

CONNECTIONS