



COSMERE®

ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME

LEVEL

PATHS

ANCESTRY

PHYSICAL**COGNITIVE****SPIRITUAL**

STRENGTH

DEFENSE

SPEED

INTELLECT

DEFENSE

WILLPOWER

AWARENESS

DEFENSE

PRESENCE

HEALTH
MAXIMUM

CURRENT

DEFLECT

FOCUS
MAXIMUM

CURRENT

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

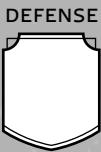
LEVEL

PATHS

ANCESTRY

PHYSICAL

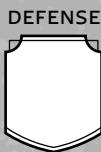
STRENGTH



SPEED

COGNITIVE

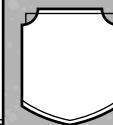
INTELLECT



WILLPOWER

SPIRITUAL

DEFENSE



PRESENCE

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

PURPOSE

OBSTACLE

GOALS

OTHER TALENTS & ABILITIES

MARKS

NOTES

CONNECTIONS



STORMLIGHT™ CAMPAIGN SETTING

RADIANT SHEET

RADIANT ORDER

1ST IDEAL

Life before death. Strength before weakness.
Journey before destination.

2ND IDEAL

3RD IDEAL



4TH IDEAL



5TH IDEAL

STORMLIGHT ACTIONS

Enhance (►). Spend 1 Investiture to become Enhanced [Strength +1] and Enhanced [Speed +1] until the end of your next turn. You can spend 1 Investiture as ► to maintain this effect for another round.

Breathe Stormlight (►). Draw Stormlight from infused spheres within 5 ft. Recover Investiture up to your max.

Regenerate (►). Spend 1 Investiture to recover health equal to 1d6 + your current tier. You can use this even while Unconscious.

SPREN NAME

PERSONALITY

SPREN BOND RANGE

SURGE

EFFECT

| MOD | SIZE | DIE |
|-----|------|-----|
| | | |

SURGE

EFFECT

| MOD | SIZE | DIE |
|-----|------|-----|
| | | |

TALENTS

TALENTS