



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

<input type="checkbox"/>	AGILITY (SPD)	○○○○○
<input type="checkbox"/>	ATHLETICS (STR)	○○○○○
<input type="checkbox"/>	HEAVY WEAPONRY (STR)	○○○○○
<input type="checkbox"/>	LIGHT WEAPONRY (SPD)	○○○○○
<input type="checkbox"/>	STEALTH (SPD)	○○○○○
<input type="checkbox"/>	THIEVERY (SPD)	○○○○○
<input type="checkbox"/>	_____ (___)	○○○○○

<input type="checkbox"/>	CRAFTING (INT)	○○○○○
<input type="checkbox"/>	DEDUCTION (INT)	○○○○○
<input type="checkbox"/>	DISCIPLINE (WIL)	○○○○○
<input type="checkbox"/>	INTIMIDATION (WIL)	○○○○○
<input type="checkbox"/>	LORE (INT)	○○○○○
<input type="checkbox"/>	MEDICINE (INT)	○○○○○
<input type="checkbox"/>	_____ (___)	○○○○○

<input type="checkbox"/>	DECEPTION (PRE)	○○○○○
<input type="checkbox"/>	INSIGHT (AWA)	○○○○○
<input type="checkbox"/>	LEADERSHIP (PRE)	○○○○○
<input type="checkbox"/>	PERCEPTION (AWA)	○○○○○
<input type="checkbox"/>	PERSUASION (PRE)	○○○○○
<input type="checkbox"/>	SURVIVAL (AWA)	○○○○○
<input type="checkbox"/>	_____ (___)	○○○○○

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