



COSMERE®

ROLEPLAYING GAME

PLAYER NAME

CHARACTER NAME

LEVEL

PATHS

ANCESTRY

PHYSICAL

STRENGTH



SPEED

COGNITIVE

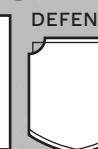
INTELLECT



WILLPOWER

SPIRITUAL

AWARENESS



PRESENCE

HEALTH
MAXIMUM

CURRENT

DEFLECT

FOCUS
MAXIMUM

CURRENT

INVESTITURE
MAXIMUM

CURRENT

AGILITY (SPD)

CRAFTING (INT)

DECEPTION (PRE)

ATHLETICS (STR)

DEDUCTION (INT)

INSIGHT (AWA)

HEAVY WEAPONS (STR)

DISCIPLINE (WIL)

LEADERSHIP (PRE)

LIGHT WEAPONS (SPD)

INTIMIDATION (WIL)

PERCEPTION (AWA)

STEALTH (SPD)

LORE (INT)

PERSUASION (PRE)

THIEVERY (SPD)

MEDICINE (INT)

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

DEFENSE

INTELLECT

WILLPOWER

SPIRITUAL

DEFENSE

PRESENCE

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

PURPOSE

OBSTACLE

GOALS

TALENTS, CONTINUED

SPHERES

NOTES

CONNECTIONS