



# COSMERE<sup>®</sup>

## 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 WEAPONS (STR)

LIGHT WEAPONS (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 DEFENSE

STRENGTH

SPEED

### COGNITIVE DEFENSE

INTELLECT

WILLPOWER

### SPIRITUAL DEFENSE

AWARENESS

PRESENCE

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

PURPOSE

OBSTACLE

GOALS

TALENTS, CONTINUED

SPHERES

NOTES

CONNECTIONS