



ADHESION



Attribute: Presence

Activation: ►

To perform a Full Lashing, spend 1 Investiture or more to infuse two unsecured objects within your reach which are within 5 feet of each other. You must have a free hand to touch the objects. One of the objects can be a surface such as the ground, a wall, or the ceiling. This infusion uses 1 Investiture each round, and while it lasts, the two objects are stuck together.

Adhesion on Others: You can't use this surge on characters, but can target objects they're holding or wearing. If a character is willing, you can easily infuse objects in their possession. To perform a Full Lashing on objects held or worn by an unwilling character, you must succeed on an Adhesion test against their Physical Defense. On a failure, you don't infuse the objects and don't spend Investiture.

Breaking a Full Lashing: To break apart two objects that you Lashed together, a character must Use a Skill to make an Athletics test opposed by your Adhesion. If they succeed, they break the Lashing (or the object, at the GM's discretion) and the infusion ends.

This is an unofficial, fan-made resource.



GRAVITATION



Attribute: Awareness

Activation: ►

Spend 1 or more Investiture to infuse a character or object within your reach; you need a free hand to touch the target. This infusion spends 1 Investiture each round, and while it lasts, the target's gravity changes direction. This change uses your gravitation rate, which begins at 25 feet. The target doesn't move fast enough to deal damage on impact, but will fall and take the usual fall damage if aloft when the infusion ends.

Gravitation on Willing Characters: A willing character infused with gravitation gains a flying rate equal to your gravitation rate. You may infuse yourself, spending 1 Investiture each round to maintain the surge.

Gravitation on Unwilling Characters: Make a Gravitation test against the target's Physical Defense. On a success, spend 1 Investiture to move the target up to your gravitation rate in a direction you choose and make them Restrained until the start of your next turn. During this movement, the target can attempt to catch themselves by using Avoid Danger to make an Agility test opposed by your Gravitation. If they succeed, they stop moving.

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DIVISION



Attribute: Intellect

Activation: ►►

Use a free hand to touch something or someone in reach.

Targeting a Character: Spend 1 Investiture to make a melee Division attack against the target's Spiritual Defense, rolling 3d[ranks] spirit damage (which starts at 3d4). On a hit, add your Division modifier to the damage. On a miss, you can spend 1 focus to graze. If their health is reduced to 0, the target crumbles to dust and dies.

Targeting an Object or Area: Spend Investiture equal to the number of surge ranks required to affect that size: 1 for Small, 2 for Medium, and so on. You may not target an object or area that exceeds the surge size for your ranks in Division. In combat or another tense situation, you must succeed a Division test. Reference the table on [page 221](#) of the *Stormlight Handbook* to determine the DC. On a success, the object or area decays in a manner you choose.

To target an object held by an unwilling character or a surface supporting their weight, you must succeed on a Division test against their Physical Defense or the DC from the table on [page 221](#), whichever is higher. On a failure, you don't destroy the target and don't spend Investiture.

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ABRASION



Attribute: Speed

Activation: ►

Spend 1 Investiture or more to infuse an object or surface within your reach, making it nearly frictionless. This infusion uses 1 Investiture each round. **When you infuse yourself**, spend 1 Investiture each round to maintain the surge, allowing you to use the following:

► **Skate:** Spend 2 focus to Move in a straight line.

∞ **Slide:** You count as one size smaller when squeezing through spaces and gain an advantage on tests to escape restraints holding you via friction or pressure.

Abrasion on Others: You can't target characters, but can target objects they're holding or wearing, or a surface supporting their weight. If the character is unwilling, you must succeed on a Abrasion test against the target's Physical Defense. On a failure, you don't make an infusion and don't spend Investiture.

Interacting with Slick Surfaces: When a character interacts with a surface or object you infused with Abrasion, they must make an Agility test opposed by your Abrasion. On success, they stay on their feet or hold on to the object. Otherwise, they fall Prone or drop the object.

This is an unofficial, fan-made resource.



PROGRESSION



Attribute: Awareness

Activation: ►►

Use a free hand to touch a living thing other than yourself within your reach.

Plant Growth: Spend 1 Investiture to cause a living plant to rapidly grow to a size of your choice. This size can't exceed the normal limits of the largest plants of its species nor the surge size for your ranks in Progression.

This application of the surge can be used in many creative ways. You might grow a pathway over an obstacle or create inconspicuous concealment. You could block line of effect, create cover or difficult terrain, or erect obstacles to climb. Resolve such creative uses with your GM.

Character Regrowth: Infuse 1 or more Investiture into a living character. This infusion uses 1 Investiture each round, and while it lasts, at the start of each of their turns, the character recovers health equal to 1d[ranks] (which starts at 1d4) + your Progression modifier.

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ILLUMINATION



Attribute: Presence

Activation: ►

Spend 1 Investiture or more to create an illusion within your spren bond range of something you're familiar with. The illusion uses 1 Investiture every 10 minutes if simple, and 1 Investiture every round if complex. You may use ► to infuse more Investiture into illusions still within your spren bond range, spending separate Investiture for each illusion. **You can disguise yourself** without spending Investiture if you have 1 Investiture or more.

Controlling Illusions: You can control all complex illusions within your spren bond range, using ► to give simple tasks to one or all and ► to give one a complex task. If you move out of range, illusions do the last simple task given them.

Deceiving and Being Detected: Simple objects or disguises on yourself are convincing (unless a character has reason to be suspicious). For complex illusions, the GM may require an Illumination test against the Cognitive Defense of characters passively observing the illusion. When a character scrutinizes your illusions, make an Illumination test opposed by their Perception test. On a failure, the illusion is recognized, but still persists.

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TRANSFORMATION



Attribute: Willpower

Activation: ►►

To Soulcast a material, use a free hand to touch a non-living object or portion of a surface, then make a Transformation test (see the table on [page 234](#) of the *Stormlight Handbook* to determine the DC). On a success, spend Investiture equal to the ranks required to transform that size (1 for Small, 2 for Medium, and so on), and your target transforms. On a failure, you don't transform the object nor spend Investiture, and you can't attempt to Soulcast that object again during this scene.

Transformation on Others: You cannot initially Soulcast living materials. However, you can creatively use Transformation in combat, such as by creating cover with fog or by making the ground under an opponent turn to liquid, making them fall Prone. Resolve such creative uses with your GM. If your Soulcasting requires the opponent to make a test, their DC is your Transformation test result.

Peering Into Shadesmar: Spend 2 Investiture and Use a Skill to make a Transformation test. On a success, use one effect from the Transportation surge to perceive 10 feet around you in the corresponding location in Shadesmar.

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TRANSPORTATION



Attribute: Intellect

Activation: ►

Spend 1 Investiture or more to look into the Cognitive Relam corresponding to your current location. For each Investiture you spend, use one of the following effects within your spren bond range:

Learn Emotions and Motives: You can observe what types of spren gather around people, helping you discern their emotions or motives. This might grant you one or more advantages on a test to influence them, or you might learn their motive without an Insight test.

Locate Characters: By watching the flames of other people and learning how to identify them, you can make a guess at their location in the Physical Realm (if they're close enough for you to spot their flame).

Sense Investiture: Objects and people that are Invested can be seen in the Cognitive Realm, revealing their true nature. This might be a Fused, another Radiant, or an object like a Shardblade or fabrial.

Spotting and identifying some of these things can be difficult. At the GM's discretion, you might need to succeed on a Transportation test to do so.

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COHESION



Attribute: Willpower

Activation: ►

Infuse 1 or more Investiture into stone that is either an object or portion of a surface within your reach. This infusion uses 1 Investiture each round, and while it lasts, the stone becomes moldable like clay.

Shaping Stone: You can briefly shape stone when you activate the surge, but elaborate shaping requires additional time. In combat, this looks like an additional action to Interact (for moderate reshaping) or Use a Skill (if intricate enough for a Cohesion skill test. The GM sets the DC). Some shaping may take significantly more time.

Cohesion on Others: To infuse an object held by an unwilling character or infuse a surface supporting most of their weight, you must succeed on a Cohesion test against the target's Physical Defense. On a failure, you don't infuse the object and don't spend Investiture.

Escaping Solid Stone: The stone becomes solid again when the infusion runs out, and characters or objects within it become Immobilized (possibly also Restrained). To escape, the character or someone in reach must Use a Skill to make an Athletics test opposed by your Cohesion.

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ABRASION



Attribute: Speed

Activation: ►

Spend 1 Investiture or more to infuse an object or surface within your reach, making it nearly frictionless. This infusion uses 1 Investiture each round. **When you infuse yourself**, spend 1 Investiture each round to maintain the surge, allowing you to use the following:

▷ **Skate:** Spend 2 focus to Move in a straight line.

∞ **Slide:** You count as one size smaller when squeezing through spaces and gain an advantage on tests to escape restraints holding you via friction or pressure.

Abrasion on Others: You can't target characters, but can target objects they're holding or wearing, or a surface supporting their weight. If the character is unwilling, you must succeed on a Abrasion test against the target's Physical Defense. On a failure, you don't make an infusion and don't spend Investiture.

Interacting with Slick Surfaces: When a character interacts with a surface or object you infused with Abrasion, they must make an Agility test opposed by your Abrasion. On success, they stay on their feet or hold on to the object. Otherwise, they fall Prone or drop the object.

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DIVISION



Attribute: Intellect

Activation: ►

Use a free hand to touch something or someone in reach.

Targeting a Character: Spend 1 Investiture to make a melee Division attack against the target's Spiritual Defense, rolling 3d[ranks] spirit damage (which starts at 3d4). On a hit, add your Division modifier to the damage. On a miss, you can spend 1 focus to graze. If their health is reduced to 0, the target crumbles to dust and dies.

Targeting an Object or Area: Spend Investiture equal to the number of surge ranks required to affect that size: 1 for Small, 2 for Medium, and so on. You may not target an object or area that exceeds the surge size for your ranks in Division. In combat or another tense situation, you must succeed a Division test. Reference the table on page 221 of the *Stormlight Handbook* to determine the DC. On a success, the object or area decays in a manner you choose.

To target an object held by an unwilling character or a surface supporting their weight, you must succeed on a Division test against their Physical Defense or the DC from the table on page 221, whichever is higher. On a failure, you don't destroy the target and don't spend Investiture.

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GRAVITATION



Attribute: Awareness

Activation: ►

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Gravitation on Willing Characters: A willing character infused with gravitation gains a flying rate equal to your gravitation rate. You may infuse yourself, spending 1 Investiture each round to maintain the surge.

Gravitation on Unwilling Characters: Make a Gravitation test against the target's Physical Defense. On a success, spend 1 Investiture to move the target up to your gravitation rate in a direction you choose and make them Restrained until the start of your next turn. During this movement, the target can attempt to catch themselves by using Avoid Danger to make an Agility test opposing your Gravitation. If they succeed, they stop moving.

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TRANSFORMATION



Attribute: Willpower

Activation: ►►

To Soulcast a material, use a free hand to touch a non-living object or portion of a surface, then make a Transformation test (see the table on page 234 of the *Stormlight Handbook* to determine the DC). On a success, spend Investiture equal to the ranks required to transform that size (1 for Small, 2 for Medium, and so on), and your target transforms. On a failure, you don't transform the object nor spend Investiture, and you can't attempt to Soulcast that object again during this scene.

Transformation on Others: You cannot initially Soulcast living materials. However, you can creatively use Transformation in combat, such as by creating cover with fog or by making the ground under an opponent turn to liquid, making them fall Prone. Resolve such creative uses with your GM. If your Soulcasting requires the opponent to make a test, their DC is your Transformation test result.

Peering Into Shadesmar: Spend 2 Investiture and Use a Skill to make a Transformation test. On a success, use one effect from the Transportation surge to perceive 10 feet around you in the corresponding location in Shadesmar.

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Controlling Illusions: You can control all complex illusions within your spren bond range, using ► to give simple tasks to one or all and ►► to give one a complex task. If you move out of range, illusions do the last simple task given them.

Deceiving and Being Detected: Simple objects or disguises on yourself are convincing (unless a character has reason to be suspicious). For more complex illusions, the GM may require an Illumination test against the Cognitive Defense of characters passively observing the illusion. When a character scrutinizes your illusions, make an Illumination test opposed by their Perception test. On a failure, the illusion is recognized, but still persists.

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PROGRESSION



Attribute: Awareness

Activation: ►►

Use a free hand to touch a living thing other than yourself within your reach.

Plant Growth: Spend 1 Investiture to cause a living plant to rapidly grow to a size of your choice. This size can't exceed the normal limits of the largest plants of its species nor the surge size for your ranks in Progression.

This application of the surge can be used in many creative ways. You might grow a pathway over an obstacle or create inconspicuous concealment. You could block line of effect, create cover or difficult terrain, or erect obstacles to climb. Resolve such creative uses with your GM.

Character Regrowth: Infuse 1 or more Investiture into a living character. This infusion uses 1 Investiture each round, and while it lasts, at the start of each of their turns, the character recovers health equal to 1d[ranks] (which starts at 1d4) + your Progression modifier.

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TENSION



Attribute: Strength

Activation: ►

Infuse 1 or more Investiture into a soft object within your reach. This infusion uses 1 Investiture each round, and while it lasts, the object becomes completely rigid.

Hardened Defense: When you infuse a soft material worn by you or a willing character, increase their Physical Defense by 2. A character can only benefit from this once.

Creating Objects and Weapons: You can briefly shape soft materials when you infuse them, but elaborate shaping requires additional time. In combat, this may take an additional action to Interact or Use a Skill. Otherwise, you can create any solid object. When creating a weapon, treat it as an improvised non-special weapon that isn't Fragile.

Tension on Others: To infuse an object worn by or wrapped around an unwilling character, make a Tension test against the target's Physical Defense. On a failure, you don't infuse the object nor spend Investiture. On a success, the target becomes Slowed and gains a disadvantage on all physical tests. A character may Use a Skill to make an Athletics test against your Tension to bend an object you've infused. On a success, the infusion ends.

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COHESION



Attribute: Willpower

Activation: ►

Infuse 1 or more Investiture into stone that is either an object or portion of a surface within your reach. This infusion uses 1 Investiture each round, and while it lasts, the stone becomes moldable like clay.

Shaping Stone: You can briefly shape stone when you activate the surge, but elaborate shaping requires additional time. In combat, this looks like an additional action to Interact (for moderate reshaping) or Use a Skill (if intricate enough for a Cohesion skill test; the GM sets the DC). Some shaping may take significantly more time.

Cohesion on Others: To infuse an object held by an unwilling character or infuse a surface supporting most of their weight, you must succeed on a Cohesion test against the target's Physical Defense. On a failure, you don't infuse the object and don't spend Investiture.

Escaping Solid Stone: The stone becomes solid again when the infusion runs out, and characters or objects within it become Immobilized (or possibly Restrained). To escape, the character or someone in reach must Use a Skill to make an Athletics test opposed by your Cohesion.

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TRANSPORTATION



Attribute: Intellect

Activation: ►

Spend 1 Investiture or more to look into the Cognitive Realm corresponding to your current location. For each Investiture you spend, use one of the following effects within your spren bond range:

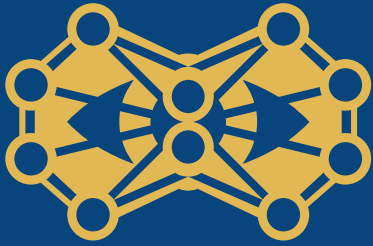
Learn Emotions and Motives: You can observe what types of spren gather around people, helping you discern their emotions or motives. This might grant you one or more advantages on a test to influence them, or you might learn their motive without an Insight test.

Locate Characters: By watching the flames of other people and learning how to identify them, you can make a guess at their location in the Physical Realm (if they're close enough for you to spot their flame).

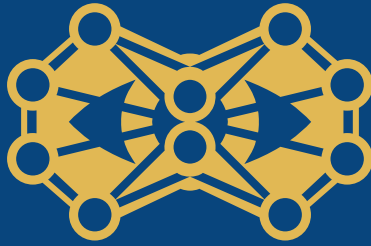
Sense Investiture: Objects and people that are Invested can be seen in the Cognitive Realm, revealing their true nature. This might be a Fused, another Radiant, or an object like a Shardblade or fabrial.

Spotting and identifying some of these things can be difficult. At the GM's discretion, you might need to succeed on a Transportation test to do so.

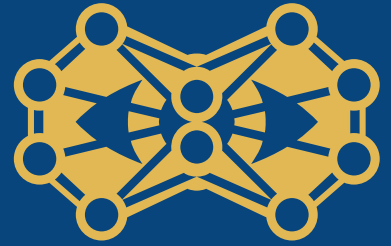
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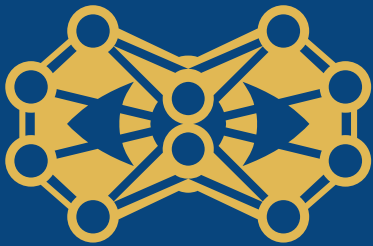
RADIANT ACTIONS



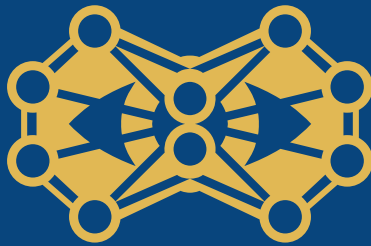
RADIANT ACTIONS



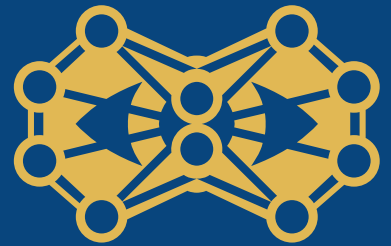
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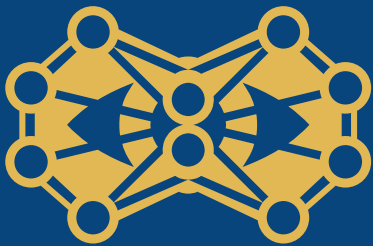
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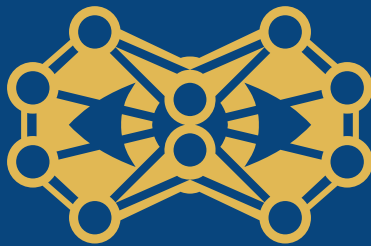
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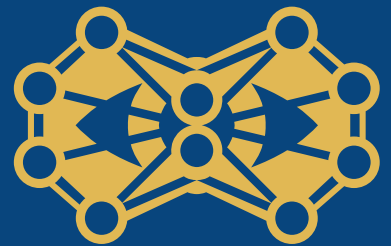
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