

CTHULHU · MYTHOS · SAGAS

CHARACTER NAME

(CLASS & LEVEL)

(BACKGROUND)

(ALIGNMENT)

(SIZE)

(RACE)

PLAYER

(EXPERIENCE)

TEMP HITPOINTS

INITIATIVE

SPEED

PASSIVE PERCEPTION

ARMOR
CLASS

MAXIMUM HIT POINTS

SUCCESES

FAILURES

DEATH SAVES

CURRENT HIT POINTS

TOTAL

CHARACTER PORTRAIT

HIT DICE

CONDITIONS & INSANITIES

PERSONALITY TRAITS

PROFICIENCY

- STRENGTH
- DEXTERITY
- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA



STRENGTH

- ACROBATICS (DEX)
- ANIMAL HANDLING (WIS)
- ARCANA (INT)
- ATHLETICS (STR)
- DECEPTION (CHA)
- HISTORY (INT)
- INSIGHT (WIS)
- INTIMIDATION (CHA)
- INVESTIGATION (INT)
- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

NAME (ATK BONUS) DAMAGE TYPE

ATTACKS & SPELLCASTING

IDEALS

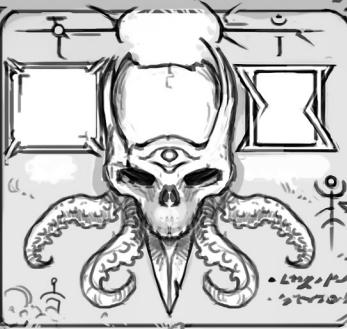
BONDS

FLAWS

PROFICIENCIES & LANGUAGES

EQUIPMENT

ARMOR CLASS



CTHULHU · MYTHOS · SAGAS

CHARACTER NAME

PRONOUNS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

OTHER

CP

SP

EP

GP

PP

WEALTH & TREASURE

CARRY CAPACITY

PUSH/DRAG/LIFT

CURRENT TOTAL

ENCUMBRANCE

NOTES

FEATURES

CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

10

3

6

SPELL
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME _____

1

1

7

フ

2

1

8

8

□

1

9

9

10

1

9

9

CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

O	CANTRIPS	?
<hr/>		
1	0	~

CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

10

3

6

SPELL
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

1

1

7

7

2

1

8

8

DUNGEONMASTERSVault.COM BY PERMISSION - PETERSEN GAMES LLC 2022