

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

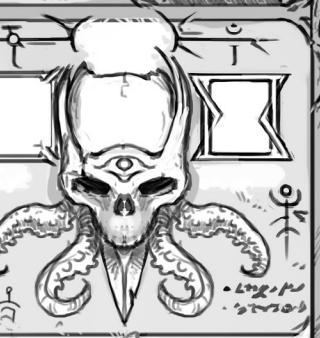
CURRENT HIT POINTS

TOTAL

CHARACTER PORTRAIT

HIT DICE

CONDITIONS & INSANITIES



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)



CONSTITUTION

- 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)



INTELLIGENCE

- 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)



WISDOM

- 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)



CHARISMA

- 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)

SKILLS

PROFICIENCIES & LANGUAGES

EQUIPMENT

HIT DICE

CONDITIONS & INSANITIES

(ATK BONUS) (DAMAGE TYPE)

NAME

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

10

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

1

7

7

—

14

2

U
O

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CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

SPELL LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

4

7

2

5

9