

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

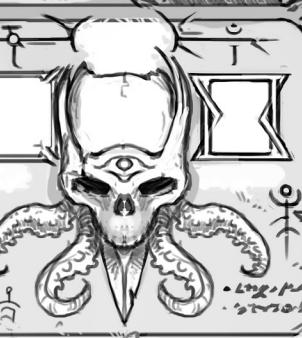
CURRENT HIT POINTS

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

CHARISMA

SKILLS

PROFICIENCIES & LANGUAGES

NAME (ATK BONUS) DAMAGE TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

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

O	CANTRIPS	?
<hr/>		
1	0	~

This image shows a blank, lined page from a notebook. The page has a decorative header at the top with three sections: "SPELL LEVEL" on the left, "SLOT TOTAL" in the center, and "SLOTS EXPENDED" on the right. Below the header, there is a large, stylized letter "X" on the left side. To the right of the "X", there is a section labeled "PREPARED" followed by a horizontal line and a section labeled "NAME" followed by another horizontal line. The main body of the page contains a vertical column of ten empty boxes on the left, each aligned with a horizontal line for writing notes or descriptions.

CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

10

3

6

1

This image shows a single page from a ledger or account book. The page is framed by a decorative border with intricate patterns. In the center, there is a rectangular title box containing the number '9'. Below this, there are two sets of horizontal lines for recording data. Each set begins with a small square box on the left, likely for marking entries. The lines are evenly spaced and extend across the width of the page.

SPELL
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

9		
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CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

10

3

6

1

SPELL
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

9		
<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>		

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

7

7

2

11

8

8