

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

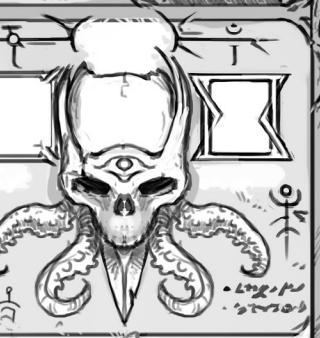
CURRENT HIT POINTS

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)

DEXTERITY

- 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

SKILLS

PROFICIENCIES & LANGUAGES

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

10

3

6

1

A detailed illustration of a character's journal page. The top section features a decorative border with a central floral emblem containing the number '9'. Below this is a large, empty rectangular box. The bottom section contains a list of ten items, each preceded by a small square checkbox.

SPELL
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

8	
	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

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	?
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1	0	~

This image shows a blank, lined page from a notebook. The page has a decorative header at the top featuring a banner with the words "SPELL LEVEL", "SLOT TOTAL", and "SLOTS EXPENDED". Below the header, there is a section labeled "PREPARED" followed by a blank line for "NAME". On the left side, there is a vertical column of ten small square boxes, each with a horizontal line extending to the right. This layout suggests a place for listing ten items, such as spells or equipment.

CTHULHU · MYTHOS · SAGAS

SPELLCASTING CLASS

CASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

3

6

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3

6

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

4

1

1

7

8

8

1