

# CTHULHU · MYTHOS · SAGAS

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

ALIGNMENT

SIZE

RACE

PLAYER

EXPERIENCE

ARMOR  
CLASS

TEMP HITPOINTS

INITIATIVE

SPEED

PASSIVE PERCEPTION

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

CONDITIONS & INSANITIES

NAME

ATK BONUS

DAMAGE TYPE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

CHARACTER PORTRAIT

PROFICIENCY

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

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

SAVES

- ☐ 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

FEATURES & TRAITS

# CTHULHI · MYTHOS · SAGAS

CHARACTER NAME

PRONOUNS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

OTHER

CP

SP

EP

GP

PP

WEALTH & TREASURE

CARRY CAPACITY

PUSH/DRAW/LIFT

CURRENT TOTAL

ENCUMBRANCE

NOTES

EQUIPMENT

# 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

8

2

5

9