

# 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

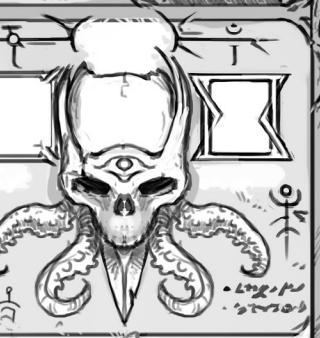
CURRENT HIT POINTS

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

- INTELLIGENCE
- WISDOM
- CHARISMA



INTELLIGENCE

- DEXTERITY
- CONSTITUTION
- WISDOM
- CHARISMA



WISDOM

- INTELLIGENCE
- DEXTERITY
- CONSTITUTION
- CHARISMA



CHARISMA

- INTELLIGENCE
- WISDOM
- DEXTERITY
- CONSTITUTION
- CHARISMA

SKILLS

PROFICIENCIES & LANGUAGES

HIT DICE

CONDITIONS & INSANITIES

NAME

(ATK BONUS)

(DAMAGE TYPE)


ATTACKS & SPELLCASTING




PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

PLAYBOOKS & RULES

CHARACTERS & MONSTERS

# 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 black and white illustration of a ledger page. The top section has a decorative border with a central box containing the number '9'. Below this is a horizontal line with a small arrow pointing right. The bottom section features a vertical column of eight empty boxes on the left, each aligned with a horizontal line for writing.

SPELL  
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

# 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/>		

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## SPELLCASTING CLASS

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SPELL SAVE DC

### SPELL ATTACK BONUS

CANTRIPS

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SPELL  
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SLOTS EXPENDED

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○

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SPELL  
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