

# 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

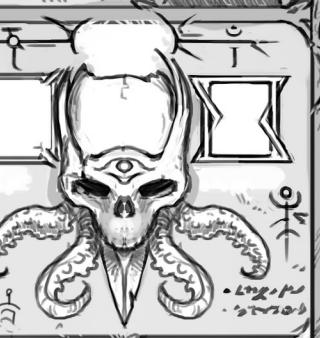
CURRENT HIT POINTS

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

- 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

PLAYBOOKS & RULES

# 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

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SPELL  
LEVEL

SLOT TOTAL

SLOTS EXPENDED

PREPARED

NAME

# CTHULHU · MYTHOS · SAGAS

## SPELLCASTING CLASS

## CASTING ABILITY

SPELL SAVE DC

### SPELL ATTACK BONUS

CANTRIPS

3

6

A square seal impression featuring a central circular area containing a stylized character, possibly a 'G' or 'F'. The seal is surrounded by a decorative border.

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

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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

3

6

# 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