

# 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

PERSONALITY TRAITS

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

- CONSTITUTION
- INTELLIGENCE
- WISDOM
- CHARISMA

CONSTITUTION

- MEDICINE (WIS)
- NATURE (INT)
- PERCEPTION (WIS)
- PERFORMANCE (CHA)
- PERSUASION (CHA)
- RELIGION (INT)
- SLEIGHT OF HAND (DEX)
- STEALTH (DEX)
- SURVIVAL (WIS)

INTELLIGENCE

- SKILLS
- PROFICIENCIES & LANGUAGES
- EQUIPMENT

WISDOM

CHARISMA

HIT DICE

CONDITIONS & INSANITIES

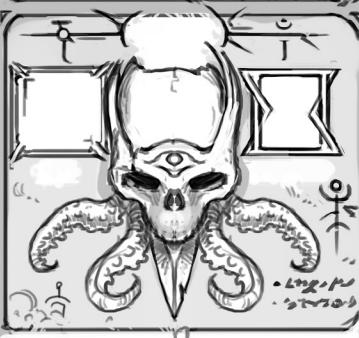
NAME (ATK BONUS) DAMAGE TYPE


ATTACKS & SPELLCASTING

IDEALS

BONDS

FLAWS



# 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

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# 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

1

# 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

1