Character _____ Player _____
Class _____ Level _____
Nationality _____ Alignment _____
Culture _____ Social Rank _____
Second Culture _____ Religion _____

Northern Crown
New World Adventures

Character Record Sheet

Ability Scores

	Score	Mod	Temp Score	Temp Mod
Strength				
Dexterity				
Constitution				
Intelligence				
Wisdom				
Charisma				

Hit Points

Max

Dmg Reduction

Current

Massive Dmg Threshold

Healing Rate

Die Type(s)

Armor

Armor Class = 10 +

Armor	Shield	Dex	Size	Natural	Misc 1	Misc 2
		DEX				

Armor Worn/Additional Modifiers

AC when flat-footed	
AC versus touch attacks	
Miss chance	
Max dexterity bonus	
Armor check penalty	
Arcane spell failure	
Spell resistance	

Saving Throws

	Total	Class Base 1	2	3	4	Ability	Magic	Misc
Fortitude						CON		
Reflex						DEX		
Will						WIS		

Initiative

Total	Dex	Misc
	DEX	

	Base	Modified
Speed		

Attack Rolls

	Total	Multiple Attacks 2nd	3rd	4th	5th	Class Base 1	2	3	4	Ability	Size	Misc 1	Misc 2
Melee		–5	–10	–15						STR			
Ranged		–5	–10	–15						DEX			
Grapple		–5	–10	–15						STR			

Additional Modifiers

Weapons

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

Skills

Max ranks = lvl+3(/2)

Skill	Class	Total	Ability	Ranks	Misc 1	Misc 2	Misc 3
Appraise ■			INT				
Balance ■			DEX*				
Bluff ■			CHA				
Climb ■			STR*				
Concentration ■			CON				
Craft ■ (_____)			INT				
Decipher Script			INT				
Diplomacy ■			CHA				
Disable Device			INT				
Disguise ■			CHA				
Escape Artist ■			DEX*				
Forgery ■			INT				
Gather Information ■			CHA				
Handle Animal			CHA				
Heal ■			WIS				
Hide ■			DEX*				
Intimidate ■			CHA				
Jump ■			STR*				
Knowledge (_____)			INT				
Knowledge (_____)			INT				
Knowledge (_____)			INT				
Knowledge (_____)			INT				
Listen ■			WIS				
Move Silently ■			DEX*				
Open Lock			DEX				
Perform (_____)			CHA				
Perform (_____)			CHA				
Perform (_____)			CHA				
Profession (_____)			WIS				
Ride ■			DEX				
Search ■			INT				
Sense Motive ■			WIS				
Sleight of Hand			DEX*				
Spellcraft			INT				
Spot ■			WIS				
Survival ■			WIS				
Swim ■			STR*				
Tumble			DEX*				
Use Magic Device			CHA				
Use Rope ■			DEX				

■ denotes skill can be used untrained — * armor check penalty applies (double for swim)

Proficiencies

Weapons: ❑ Simple ❑ Martial Armor: ❑ Light ❑ Medium ❑ Heavy ❑ Shields

Equipment

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Current Load						Total Weight Carried		

Movement & Lifting

	WALK	HUSTLE	RUN
Movement			
	= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
Lifting			
	= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD

Load	Capacity	Max Dex	Enc Pen	Run
Light		Normal	Normal	Normal
Medium		+3	−3	×4
Heavy		+1	−6	×3

Experience

Total Experience

XPs Needed For Next Level

Languages

Money & Gems

Special Abilities & Feats

Spells

Spell Save DC	Level	Spells Per Day	Bonus Spells	# Spells Known
	0		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

Spell Save DC Mod [ ] = 10 + Modifiers: Ability [ ] Misc [ ]

Natural Philosophy

Phenomenon Save DC	Level	Phenomena Per Day	Bonus Phenomena
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Phen Save DC Mod [ ] = 10 + Modifiers: Int [ ] Misc [ ]

Turn Undead

	Total		Modifiers: Cha	Level	Misc
Times/Day		= 3 +			
Check		=			
Damage		+ 2d6 =			

Most powerful undead affected (hit dice)

0 or less	1–3	4–6	7–9	10–12	13–15	16–18	19–21	22+
–4	–3	–2	–1		+1	+2	+3	+4

Level

Spells, Phenomena, Knacks & Magic Items

Henchmen/Animal Companions

Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

Character Description

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality

Character Sketch

Character Traits

Character Flaws

Bloodline/Family

Contacts/Friends

Enemies

Quote(s)

Will

Background & Notes

Date Created _____ GM/Campaign _____

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