

Character _____
Class _____
Nationality _____
Culture _____
Second Culture _____

Player _____
Level _____
Alignment _____
Social Rank _____
Religion _____

NORTHERN CROWN

NEW WORLD ADVENTURES

CHARACTER RECORD SHEET

ABILITY SCORES

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

SCORE	MOD	TEMP SCORE	TEMP MOD

HIT POINTS

MAX	CURRENT

DMG REDUCTION _____
MASSIVE DMG THRESHOLD _____
HEALING RATE _____
Die Type(s) _____

SKILLS

Appraise ■
Balance ■
Bluff ■
Climb ■
Concentration ■
Craft ■ (_____)
Decipher Script
Diplomacy ■
Disable Device
Disguise ■
Escape Artist ■
Forgery ■
Gather Information ■
Handle Animal
Heal ■
Hide ■
Intimidate ■
Jump ■
Knowledge (_____)
Knowledge (_____)
Knowledge (_____)
Knowledge (_____)
Listen ■
Move Silently ■
Open Lock
Perform (_____)
Perform (_____)
Perform (_____)
Profession (_____)
Ride ■
Search ■
Sense Motive ■
Sleight of Hand
Spellcraft
Spot ■
Survival ■
Swim ■
Tumble
Use Magic Device
Use Rope ■

CLASS SKILL	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
		INT			
		DEX*			
		CHA			
		STR*			
		CON			
		INT			
		CHA			
		INT			
		CHA			
		DEX*			
		INT			
		CHA			
		STR*			
		INT			
		DEX*			
		CHA			
		WIS			
		DEX*			
		CHA			
		WIS			
		DEX*			
		CHA			
		WIS			
		DEX*			
		CHA			
		DEX			

ARMOR

ARMOR = 10 + _____

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2

ARMOR WORN/ADDITIONAL MODIFIERS

CLASS

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
Fortitude						CON		
Reflex						DEX		
Will						WIS		

INITIATIVE

TOTAL	DEX	MISC

BASE MODIFIED

Speed

	TOTAL	2ND	3RD	4TH	5TH	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

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						

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

Proficiencies

WEAPONS: ☐ SIMPLE ☐ MARTIAL ARMOR: ☐ LIGHT ☐ MEDIUM ☐ HEAVY ☐ SHIELDS

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

	WALK	HUSTLE	RUN
Movement	 = BASE SPEED	 = 2 x BASE SPEED	 = 4 x BASE SPEED
Lifting	 = MAX LOAD	 = 2 x MAX LOAD	 = 5 x MAX LOAD

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

Total Experience
James XP's Needed For Next Level

A map of the Eden area. The Eden River is shown flowing from the top left towards the bottom right. To the north of the river is the town of ALBERMARLE. To the east of the river is the town of SWANTON. The town of EDEN TOWN is located on the river. The map is divided into several sections by the river and other lines.

JAMESTOWN
AL ★
VP

A map of the Eastern Shore of Maryland, showing the Chesapeake Bay and surrounding land. Key locations are marked with stars and labeled: DUCHY OF HATTERAS (top right), ENRIETTA (top left), EARLDOM OF CAMPBELL (center), ELLTON (middle left), CHARLES TOWN (bottom left), and GREEN SWAMP (bottom center). A river labeled 'Chiraw' is shown flowing into the bay. The map is overlaid with a grid of horizontal and vertical lines.

DUCHY OF HATTERAS
ENRIETTA
EARLDOM OF CAMPBELL
ELLTON
CHARLES TOWN
GREEN SWAMP

[illegible]

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		CHA	MODIFIERS 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

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

Character Sketch

A map of the New England coast, showing the locations of New Sweden and New Netherland (NED.). The map includes labels for 'SAPEAKE BAY', 'NEW SWEDEN', and 'ZWAANEN (NED.)'. Stars mark the locations of New Sweden and New Netherland. A dotted line indicates a path or boundary along the coast.

Character Flaws

Bloodline/Family 

Contacts/Friends

Enemies

Quote(s)

Will

A map of the Southeastern United States, specifically focusing on the Georgia colony and its neighbors. The map shows the Atlantic Ocean to the east, Virginia to the north, and Florida to the south. Key locations marked with stars include Camden, Castle James, Ogeechee Marches, Charles Town, and San Felipe. Rivers shown include the Savannah, Santee, and Chiraw. The Ogeechee Marches are indicated by a dashed line. The Georgia colony is labeled 'NEW SPAIN'.

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