

SKILLS

<i>Skill</i>	<i>Total</i>	<i>Ability Mod.</i>	<i>Ranks</i>	<i>Misc.</i>	<i>Class Skill</i>	<i>Class</i>
Appraise	= _____	(Int) + _____	_____ + _____	_____ + _____	○	_____
Balance*	= _____	(Dex) + _____	_____ + _____	_____ + _____	○	_____
Bluff	= _____	(Cha) + _____	_____ + _____	_____ + _____	○	_____
Climb*	= _____	(Str) + _____	_____ + _____	_____ + _____	○	_____
Concentration	= _____	(Con) + _____	_____ + _____	_____ + _____	○	_____
Craft _____	= _____	(Int) + _____	_____ + _____	_____ + _____	○	_____
Craft _____	= _____	(Int) + _____	_____ + _____	_____ + _____	○	_____
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) + _____	_____ + _____	_____ + _____	○	_____
Knowledge _____	= _____	(Int) + _____	_____ + _____	_____ + _____	○	_____
Jump	= _____	(Str) + _____	_____ + _____	_____ + _____	○	_____
Listen	= _____	(Wis) + _____	_____ + _____	_____ + _____	○	_____
Move Silently*	= _____	(Dex) + _____	_____ + _____	_____ + _____	○	_____
Open Lock	= _____	(Dex) + _____	_____ + _____	_____ + _____	○	_____
Perform	= _____	(Cha) + _____	_____ + _____	_____ + _____	○	_____
Perform	= _____	(Cha) + _____	_____ + _____	_____ + _____	○	_____
Perform	= _____	(Cha) + _____	_____ + _____	_____ + _____	○	_____
Profession _____	= _____	(Wis) + _____	_____ + _____	_____ + _____	○	_____
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) + _____	_____ + _____	_____ + _____	○	_____

Skills that can't be used untrained are shown in **bold text**.
 Armor check penalties apply to skills marked with an asterisk (double penalty for Swim).

FEATS (Feats in *italics* are described in *Northern Crown New World Adventures*)

GENERAL FEATS

- Acrobatic
- Agile
- Alertness
- Animal Affinity
- Armor Proficiency (Heavy, Medium, or Light)
- Athletic
- Artillery*
- Bear Ancestry*
 - Advanced Bear Ancestry*
 - Heroic Bear Ancestry*
- Blind-Fight
- Combat Casting
- Combat Expertise
 - Improved Disarm
 - Improved Feint
 - Improved Trip
 - Whirlwind Attack
- Combat Reflexes
- Deceitful
- Deft Hands
- Diligent
- Dodge
 - Mobility
 - Spring Attack
- Endurance
 - Diehard
- Eschew Materials
- Exotic Weapon Proficiency _____
- Explosives*
- Extra Turning
- Fencing*
 - Signature Move*
- Flash*
- Force Majeure*
- Gift of Tongues*
- Great Fortitude
- Greatsword*
- Guns*
 - Hair Trigger*
 - Both Barrels*
 - Ranged Disarm*
 - Ricochet*
 - Surefire*
 - Take Aim*
- Improved Counterspell
- Improved Critical
- Improved Initiative
- Improved Turning
- Improved Unarmed Strike
 - Improved Grapple
 - Deflect Arrows
 - Snatch Arrows
 - Stunning Fist
- Investigator
- Iron Will
- Leadership
- Lightning Reflexes
- Magical Aptitude
- Manners*
- Maunetu Sorcerer*
- Martial Weapon Proficiency
 - Mounted Combat
 - Mounted Archery
 - Ride-by Attack
 - Spirited Charge
 - Trample
 - Natural Spell
 - Negotiator
 - Nimble Fingers
 - Persuasive
 - Philosophical Society Member*
 - Pniese Paladin*
 - Point Blank Shot
 - Far Shot
 - Precise Shot
 - Improved Precise Shot
 - Rapid Shot
 - Manyshot
 - Shot on the Run
 - Polearms*
 - Close Order Drill*
 - Powaw Druid*
 - Power Attack
 - Cleave
 - Great Cleave
 - Improved Bull Rush
 - Improved Overrun
 - Improved Sunder
 - Quick Draw
 - Rapid Reload (applies to guns & crossbows)
 - Run
 - Self-Sufficient
 - Shield Proficiency
 - Improved Shield Bash
 - Tower Shield Proficiency
 - Simple Weapon Proficiency
 - Skill Focus _____
 - Spell Focus _____
 - Augment Summoning
 - Greater Spell Focus
 - Spell Mastery
 - Spell Penetration
 - Greater Spell Penetration
 - Stealthy
 - Toughness
 - Track
 - Turtle Ancestry*
 - Advanced Turtle Ancestry*
 - Heroic Turtle Ancestry*
 - Two-Weapon Fighting
 - Two-Weapon Defense
 - Improved Two-Weapon Fighting
 - Greater Two-Weapon Fighting
 - Two Worlds*
 - Weapon Finesse
 - Weapon Focus _____
 - Greater Weapon Focus _____
 - Weapon Specialization _____
 - Greater Weapon Specialization _____
 - Wolf Ancestry*
 - Advanced Wolf Ancestry*
 - Heroic Wolf Ancestry*

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