

CONAN®

THE ROLEPLAYING GAME

SECOND EDITION

Character _____ Player _____

Race _____ Class _____ Level _____ Experience _____

Gender _____ Age _____ Height _____ Weight _____ Handedness _____

Hair _____ Eyes _____ Skin _____

Code of Honour _____ Allegiance #1 _____ Allegiance #2 _____ Allegiance #3 _____

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

	(Ability)	TOTAL	BASE	ABILITY MOD	MISC MOD	TEMP MOD
FORC	(CON)					
REF	(DEX)					
WILL	(WIS)					

SAVING THROW MODIFIERS

HIT POINTS

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

LOAD	SPEED	MAX LOAD	MAX DEX	CHK PEN	CHK RUN
	L			-	- x4
	M		+3	-3	x4
	H		+1	-6	x3

BASE DEFENCE				
	=	10	+	
PARRY DEFENCE	=	10	+	
DODGE DEFENCE	=	10	+	

ARMOUR AND PROTECTION

TYPE	DR	MAX DEX	CHK PEN	SPELL FAILURE	SPEED	WEIGHT

PROFICIENCIES: LIGHT ARMOUR HEAVY ARMOUR MEDIUM ARMOUR SHIELDS

INITIATIVE

	=		+		+	
		DEX MOD		REFLEX MOD		MISC MOD

ATTACK BONUSES

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABILITY MOD	MISC MOD	TEMP MOD
MELEE (STR)					
FINESSE (DEX)					
RANGED (DEX)					

WEAPON PROFICIENCIES

	<input type="checkbox"/> ALL SIMPLE	<input type="checkbox"/> ALL MARTIAL

WEAPONS

ATTACK BONUS	DAMAGE	CRITICAL	AP	RANGE	HARDNESS	HP	TYPE	SIZE	WEIGHT	FINESSE Y/N	NOTES, SPECIAL QUALITIES, FOES SLAIN, ETC.

COMBAT MANOEUVRES

- | | | | |
|-----------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| <input type="checkbox"/> AIM BAB +1 | <input type="checkbox"/> DEVASTATING SWEEP Whirlwind Attack | <input type="checkbox"/> IMPROVED ATTACK Str 13+, Dex 13+ | <input type="checkbox"/> RANGED DISARM Precise Shot, Improved Disarm |
| <input type="checkbox"/> BULL'S CHARGE Str 13+, Power Attack | <input type="checkbox"/> DISTRACTING ARROW Precise Shot | <input type="checkbox"/> KIP UP Jump or Tumble 5+ ranks, Mobility | <input type="checkbox"/> RIPOSTE Base Parry Bonus +4 |
| <input type="checkbox"/> CAT'S PARRY Base Parry Bonus +3 | <input type="checkbox"/> FORCE BACK Power Attack | <input type="checkbox"/> LEAPING CHARGE BAB +6, Jump 1+ ranks | <input type="checkbox"/> SHIELD SLAM Base Parry Bonus +2 |
| <input type="checkbox"/> DANCE ASIDE Dex 13+ | <input type="checkbox"/> FLING ASIDE Str 15+, Improved Grapple, Improved Trip | <input type="checkbox"/> LEAVE THEM FOR DEAD Cleave | <input type="checkbox"/> SUNDERING PARRY Improved Sunder, Base Parry Bonus +1 |
| <input type="checkbox"/> DECAPITATING SLASH BAB +10 | <input type="checkbox"/> HOOKING PARRY Dex 13+, Base Parry Bonus +1 | <input type="checkbox"/> MASTERFUL DISARM Dex 13+ | <input type="checkbox"/> TO THE HILT Power Attack |
| <input type="checkbox"/> DESPERATE STAB BAB +15, Improved Initiative | <input type="checkbox"/> HUMAN SHIELD Str 13+, Improved Grapple | <input type="checkbox"/> PANTHERISH TWIST Improved Uncanny Dodge | |

SKILLS

SKILL POINTS PER LEVEL: + INT MOD

■ TRAINED ONLY

◊ ARMOUR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	STAT MOD	MISC MOD	KEY ABILITY	CROSS-CLASS		SKILL MOD	RANKS	STAT MOD	MISC MOD	KEY ABILITY	CROSS-CLASS
APPRAISE		=	+	+	INT	<input type="checkbox"/>	KNOWLEDGE (NOBILITY) ■		=	+	+	INT	<input type="checkbox"/>
BALANCE ◊		=	+	+	DEX	<input type="checkbox"/>	KNOWLEDGE (RELIGION) ■		=	+	+	INT	<input type="checkbox"/>
BLUFF		=	+	+	CHA	<input type="checkbox"/>	KNOWLEDGE (RUMOURS) ■		=	+	+	INT	<input type="checkbox"/>
CLIMB ◊		=	+	+	STR	<input type="checkbox"/>	KNOWLEDGE		=	+	+	INT	<input type="checkbox"/>
CONCENTRATION		=	+	+	CON	<input type="checkbox"/>	KNOWLEDGE		=	+	+	INT	<input type="checkbox"/>
CRAFT (ALCHEMY)		=	+	+	INT	<input type="checkbox"/>	LISTEN		=	+	+	WIS	<input type="checkbox"/>
CRAFT (HERBALISM)		=	+	+	INT	<input type="checkbox"/>	MOVE SILENTLY ◊		=	+	+	DEX	<input type="checkbox"/>
CRAFT		=	+	+	INT	<input type="checkbox"/>	OPEN LOCK ■		=	+	+	DEX	<input type="checkbox"/>
DECIPHER SCRIPT ■		=	+	+	INT	<input type="checkbox"/>	PERFORM		=	+	+	CHA	<input type="checkbox"/>
DIPLOMACY		=	+	+	CHA	<input type="checkbox"/>	PROFESSION		=	+	+	WIS	<input type="checkbox"/>
DISABLE DEVICE ■		=	+	+	INT	<input type="checkbox"/>	PROFESSION		=	+	+	WIS	<input type="checkbox"/>
DISGUISE		=	+	+	CHA	<input type="checkbox"/>	RIDE		=	+	+	DEX	<input type="checkbox"/>
ESCAPE ARTIST ◊		=	+	+	DEX	<input type="checkbox"/>	SEARCH		=	+	+	INT	<input type="checkbox"/>
FORGERY		=	+	+	INT	<input type="checkbox"/>	SENSE MOTIVE		=	+	+	WIS	<input type="checkbox"/>
GATHER INFORMATION		=	+	+	CHA	<input type="checkbox"/>	SLEIGHT OF HAND ■		=	+	+	DEX	<input type="checkbox"/>
HANDLE ANIMAL ■		=	+	+	CHA	<input type="checkbox"/>	SPOT		=	+	+	WIS	<input type="checkbox"/>
HEAL		=	+	+	WIS	<input type="checkbox"/>	SURVIVAL ■		=	+	+	WIS	<input type="checkbox"/>
HIDE ◊		=	+	+	DEX	<input type="checkbox"/>	SWIM		=	+	+	STR	<input type="checkbox"/>
INTIMIDATE		=	+	+	CHA	<input type="checkbox"/>	TUMBLE ■ ◊		=	+	+	DEX	<input type="checkbox"/>
JUMP ◊		=	+	+	STR	<input type="checkbox"/>	USE ROPE		=	+	+	DEX	<input type="checkbox"/>
KNOWLEDGE (ARCANA) ■		=	+	+	INT	<input type="checkbox"/>			=	+	+	INT	<input type="checkbox"/>
KNOWLEDGE (GEOGRAPHY) ■		=	+	+	INT	<input type="checkbox"/>			=	+	+	INT	<input type="checkbox"/>

FEATS

EQUIPMENT

	LOCATION	WEIGHT
COPPER PIECES		
SILVER PIECES		

SPECIAL ABILITIES

- LANGUAGES**
- | | | |
|--------------------------------------|--------------------------------------|---------------------------------------|
| <input type="checkbox"/> ACHERONIAN | <input type="checkbox"/> IRANISTANI | <input type="checkbox"/> SHEMITTISH |
| <input type="checkbox"/> APGHULI | <input type="checkbox"/> KESHANI | <input type="checkbox"/> SOUTH ISLAND |
| <input type="checkbox"/> AQUILONIAN | <input type="checkbox"/> KHITAN | <input type="checkbox"/> STYGIAN |
| <input type="checkbox"/> ARGOSSEAN | <input type="checkbox"/> KOSALAN | <input type="checkbox"/> TALKING DRUM |
| <input type="checkbox"/> BRYTHUNIAN | <input type="checkbox"/> KOTHIC | <input type="checkbox"/> TIBU |
| <input type="checkbox"/> CIMMERIAN | <input type="checkbox"/> KUSHITE | <input type="checkbox"/> VENDYHAN |
| <input type="checkbox"/> CORINTHIAN | <input type="checkbox"/> NEMEDIAN | <input type="checkbox"/> YUETSHI |
| <input type="checkbox"/> DARFARIAN | <input type="checkbox"/> NORDHEIMR | <input type="checkbox"/> ZAMORIAN |
| <input type="checkbox"/> DEMONIC | <input type="checkbox"/> OLD STYGIAN | <input type="checkbox"/> ZEMBABWEAN |
| <input type="checkbox"/> GHANATAN | <input type="checkbox"/> OPHIREAN | <input type="checkbox"/> ZINGARAN |
| <input type="checkbox"/> HYPERBOREAN | <input type="checkbox"/> PUNTIAN | |
| <input type="checkbox"/> HYRKANIAN | <input type="checkbox"/> PICTISH | |

FATE POINTS

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