

CONAN

CHARACTER

PLAYER _____

Name		Race (p13)		Class (p38)		Level		Experience	
Gender	Age	Height	Weight	Handedness	Hair	Eyes	Skin		
Code of Honour (p77)			Allegiance #1 (p81)		Allegiance #2		Allegiance #3		

ABILITY SCORES

HIT POINTS _____ / _____

STR _____ / _____ DEX _____ / _____ CON _____ / _____ INT _____ / _____ WIS _____ / _____ CHA _____ / _____

LIGHT LOAD _____ MEDIUM LOAD _____ HEAVY LOAD _____ SPEED _____ RUN x _____

(p213) 20' Speed; +3 Max Dex; -3 Armour Check Penalty; Run x4 15' Speed; +1 Max Dex; -6 Armour Check Penalty; Run x3 (p214) (p188)

SAVING THROWS

(p175)

	TOTAL	BASE	ABILITY	FEAT	MISC	SAVING THROW MODIFIERS
FORTITUDE	=	+	+	+		
			Constitution			
REFLEXES	=	+	+	+		
			Dexterity			
WILLPOWER	=	+	+	+		
			Wisdom			

COMBAT SCORES

BASE ATTACK BONUS _____

BASE DEFENCE	=	10	+				
		(p170)		Misc			
PARRY DEFENCE	=	10	+	+	+	+	
		(p170 & p173)		Class	Strength	Feats	Misc
DODGE DEFENCE	=	10	+	+	+	+	
		(p170 & p173)		Class	Dexterity	Feats	Misc
INITIATIVE	=	+	+				
		(p176)		Reflex Save	Feats	Misc	
MELEE ATTACK	=	+	+	+			
		(p169)		Base Attack	Strength	Feats	Misc
FINESSE ATTACK	=	+	+	+			
		(p171)		Base Attack	Dexterity	Feats	Misc
RANGED ATTACK	=	+	+	+			
		(p169)		Base Attack	Dexterity	Feats	Misc
GRAPPLE ATTACK	=	+	+	+			
		(p199)		Base Attack	Strength	Size	Misc

COMBAT MODIFIERS



CONAN

COMBAT PROFICIENCIES

- SIMPLE WEAPONS MARTIAL WEAPONS
 LIGHT ARMOUR MEDIUM ARMOUR
 HEAVY ARMOUR SHIELDS

OTHER WEAPON PROFICIENCIES

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WEAPONS (p.145)

Weapon	Damage	Critical	AP	Range	Hardness	HP	Type	Size	Weight	Finesse	Notes
							S/P/B			Y/N	
							S/P/B			Y/N	
							S/P/B			Y/N	
							S/P/B			Y/N	
							S/P/B			Y/N	

COMBAT MANOEUVRES

(Incomplete list – see p.182 and p.204+ for complete list)

Manoeuvre	Eligibility	Action	Manoeuvre	Eligibility	Action
<input checked="" type="checkbox"/> AIM ANOTHER (p.204)		Standard	<input type="checkbox"/> HOOING PARRY (p.208)	Dex 13+; Base Parry Bonus+1	Immediate
<input type="checkbox"/> AIM (p.204)	BAB+1	Full	<input type="checkbox"/> HUMAN SHIELD (p.208)	Str 13+; Improved Grapple	Immediate
<input checked="" type="checkbox"/> ATTACK (p.181)		Standard	<input type="checkbox"/> IMPROVISED ATTACK (p.208)	STR 13+; Dex 13+	Free
<input checked="" type="checkbox"/> BULL RUSH (p.204)		Standard	<input type="checkbox"/> KICK UP (p.208)	Jump or Tumble 5+ ranks; Mobility	Immediate
<input type="checkbox"/> CAT'S PARRY (p.204)	Base Parry Bonus+3	Immediate	<input type="checkbox"/> LEAVE THEM FOR DEAD	Cleave	Free
<input checked="" type="checkbox"/> CAST A SPELL (p.184)		Varies	<input checked="" type="checkbox"/> LOCK WEAPONS (p.209)		Immediate
<input checked="" type="checkbox"/> CHARGE (p.204)		Full	<input checked="" type="checkbox"/> OVERRUN (p.209)		Standard
<input type="checkbox"/> BULL'S CHARGE	Str 13+; Power Attack	Full	<input type="checkbox"/> PANTHERISH TWIST (p.209)	Improved Uncanny Dodge	Immediate
<input type="checkbox"/> LEAPING CHARGE	BAB+6; Jump 1+ Ranks	Full	<input checked="" type="checkbox"/> READY (p.210)		Special
<input type="checkbox"/> DANCE ASIDE (p.205)	Dex 13+	Immediate	<input type="checkbox"/> RIPOSTE (p.210)	Base Parry Bonus+4	Immediate
<input type="checkbox"/> DECAPITATING SLASH (p.205)	BAB+10	Immediate	<input checked="" type="checkbox"/> ROLL (p.210)		Immediate
<input checked="" type="checkbox"/> DELAY (p.205)		Special	<input checked="" type="checkbox"/> RUN (p.188)		Full
<input type="checkbox"/> DESPERATE STAB (p.206)	BAB+15; Improved Initiative	Standard	<input type="checkbox"/> SHIELD SLAM (p.210)	Base Parry Bonus+2	Immediate
<input type="checkbox"/> DEVASTATING SWEEP (p.206)	Whirlwind Attack	Standard	<input checked="" type="checkbox"/> STAND UP (p.186)		Move
<input checked="" type="checkbox"/> DISARM (p.206)		Standard	<input checked="" type="checkbox"/> SUNDER (p.211)		Standard
<input type="checkbox"/> MASTERFUL DISARM	Dex 13+	Standard	<input type="checkbox"/> SUNDERING PARRY	Improved Sunder; Base Parry Bonus+1	Immediate
<input type="checkbox"/> RANGED DISARM	Precise Shot; Improved Disarm	Standard	<input checked="" type="checkbox"/> THROW SPLASH WEAPON		Standard
<input type="checkbox"/> DISTRACTING ARROW (p.207)	Precise Shot	Standard	<input type="checkbox"/> TO THE HILT (p.211)	Power Attack	Standard
<input checked="" type="checkbox"/> FEINT (p.207)		Standard	<input checked="" type="checkbox"/> TOTAL DEFENCE (p.185)		Standard
<input type="checkbox"/> FORCE BACK (p.207)	Power Attack	Standard	<input checked="" type="checkbox"/> TRIP (p.212)		Standard
<input type="checkbox"/> FLING ASIDE (p.208)	Str 15+; Improved Trip; Improved Grapple	Standard	<input checked="" type="checkbox"/> USE THE BATTLEFIELD		Free
<input checked="" type="checkbox"/> FULL ATTACK (p.187)		Full	<input checked="" type="checkbox"/> WITHDRAW (p.187)		Full

CONAN

SKILLS

(p86) **ARMOUR CHECK PENALTY** _____

SKILL POINTS/LEVEL _____

Skill	Total	Ranks	Stat	Feat	Synergy	Misc	Class	Skill	Total	Ranks	Stat	Feat	Synergy	Misc	Class
APPRAISE	=	*	INT	*	*	*	<input type="checkbox"/>	KNOW () ‡	=	*	INT	*	*	*	<input type="checkbox"/>
BALANCE †	=	*	Dex	*	*	*	<input type="checkbox"/>	KNOW () ‡	=	*	INT	*	*	*	<input type="checkbox"/>
BUFF	=	*	Cha	*	*	*	<input type="checkbox"/>	KNOW () ‡	=	*	INT	*	*	*	<input type="checkbox"/>
CLIMB †	=	*	STR	*	*	*	<input type="checkbox"/>	KNOW () ‡	=	*	INT	*	*	*	<input type="checkbox"/>
CONCENTRATION	=	*	Con	*	*	*	<input type="checkbox"/>	LISTEN	=	*	Wis	*	*	*	<input type="checkbox"/>
CRAFT ()	=	*	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"/>	PROF'N () ‡	=	*	Wis	*	*	*	<input type="checkbox"/>
DISABLE DEVICE ‡	=	*	INT	*	*	*	<input type="checkbox"/>	PROF'N () ‡	=	*	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"/>
KNOW () ‡	=	*	INT	*	*	*	<input type="checkbox"/>								

† Armour Check Penalty Applies

‡ Cannot be used untrained

FEATS

(p119)

Feat	Benefit	Page	Feat	Benefit	Page

LANGUAGES

(p15)

<input type="checkbox"/> ACHERONIAN	<input type="checkbox"/> CIMMERIAN	<input type="checkbox"/> HYXANIAN	<input type="checkbox"/> KUSHITE	<input type="checkbox"/> PICTISH	<input type="checkbox"/> VENDYHAN
<input type="checkbox"/> AFGHULI	<input type="checkbox"/> CORINTHIAN	<input type="checkbox"/> IRANISTANI	<input type="checkbox"/> NEMEDIAN	<input type="checkbox"/> SHEMITISH	<input type="checkbox"/> ZAMORIAN
<input type="checkbox"/> AQUILONIAN	<input type="checkbox"/> DARFARIAN	<input type="checkbox"/> KESHANI	<input type="checkbox"/> NORDHEIMAR	<input type="checkbox"/> SOUTH ISLAND	<input type="checkbox"/> ZEMBARWEAN
<input type="checkbox"/> ARGOSSEAN	<input type="checkbox"/> DEMONIC	<input type="checkbox"/> KHITAN	<input type="checkbox"/> OLD STYGIAN	<input type="checkbox"/> STYGIAN	<input type="checkbox"/> ZINGARAN
<input type="checkbox"/> BOSSONIAN	<input type="checkbox"/> GHANATAN	<input type="checkbox"/> KOSALAN	<input type="checkbox"/> OPHIREAN	<input type="checkbox"/> TALKING DRUM	
<input type="checkbox"/> BRZYTHUNIAN	<input type="checkbox"/> HYPERBORIAN	<input type="checkbox"/> KOTHIC	<input type="checkbox"/> PUNTIAN	<input type="checkbox"/> TUMU	

CONAN

SPECIAL ABILITIES & SORCERY

MAGIC ATTACK BONUS

REPUTATION (p82)

CORRUPTION (p82)

POWER POINTS (p227)

FATE POINTS (p81)

EQUIPMENT

(p160)

ALLIES & ENEMIES

