

## Conan feat list

| Feat                         | Pre-Req   | Source |
|------------------------------|---|--------|
| Acrobatic                    | -   | CAE    |
| Adept                        | Scholar Level 12, 3 spells known from the same style  | CAE    |
| Aide de Camp*                | Cha 12+, Knowledge (Warfare) 5 ranks  | FC     |
| Agile                        | -   | CAE    |
| Akbitanan Smith              | Shemite, Craft (swordsmith) 10 ranks  | CAE    |
| Alertness                    | -   | CAE    |
| Leave No Witnesses           | Alertness, Hide 13 ranks,   | SCW    |
| Animal affinity              | -   | CAE    |
| Argossean Dreamer            | Argossean, 1 <sup>st</sup> Level  | PI     |
| Jolly Chants                 | Argossean Dreamer, Cha 13   | PI     |
| Take the Tap                 | Argossean Dreamer, Brawl, Endurance   | PI     |
| True Brother                 | Argossean Dreamer, Leadership, Character Level 6  | PI     |
| Unfurled Sails               | Argossean Dreamer   | PI     |
| Armour Prof. (Light)         | -   | CAE    |
| Armour Prof. (Medium)        | Armour Prof (Light)   | CAE    |
| Armour Proficiency (Heavy)   | Armour Prof (Light, Medium)   | CAE    |
| Athletic                     | -   | CAE    |
| Awaken the Thunder*          | Soldier Level 3, Heavy Cavalry Formation  | FC     |
| Battle Tactics*              | Wis 15, Knowledge (Warfare) 10 ranks  | FC     |
| Battle Leader*               | Battle Tactics., Leadership, Cha 15   | FC     |
| Black Corsair                | Southern Islander or Black Kingdomer, 1 <sup>st</sup> Level   | PI     |
| Blooded Spear                | Black Corsair, Southern Islander, Pirate Level 3  | PI     |
| Ocean's Wrath                | Blooded Spear, Fighting-Madness, BAB +1   | PI     |
| Voice Like a Drum            | Black Corsair, Southern Islander, Cha 15  | PI     |
| Blind-Fight*                 | -   | CAE    |
| Bond of Blood                | Code of Honour  | RK     |
| Brawl*                       | -   | CAE    |
| Hard Hands                   | Brawl, Sneak Attack class feature   | PI     |
| Bronze Man*                  | Shemite, 20 kills   | FC     |
| Gold Man*                    | Bronze Man, Shemite, 100 kills  | FC     |
| Carouser                     | Con 13, Character Level 5   | CAE    |
| Debaucher                    | Carouser, Cha 15, <i>entrance, enslave</i> , Corruption 3+, experienced one weird pleasure  | SS     |
| Child of Jhebbal Sag         | Pict or Kushite, 1 <sup>st</sup> Level  | SS     |
| Combat Expertise*            | Int 13  | CAE    |
| Improved Disarm*             | Combat Expertise  | CAE    |
| Improved Feint*              | Combat Expertise  | CAE    |
| Improved Trip*               | Combat Expertise  | CAE    |
| Intricate Swordplay*         | Combat Expertise, Weapon Focus (broadsword or arming sword), Parry, Cha 13  | CAE    |
| Combat Reflexes*             | -   | CAE    |
| Reflexive Parry*             | Combat Reflexes, Dex 15, base parry bonus +8  | CAE    |
| Web of Death                 | Combat Reflexes, Weapon Focus, BAB +5   | CAE    |
| Confident                    | -   | SCW    |
| Craftsman                    | -   | SS     |
| Craft Magic Item             | Craftsman, Knowledge (arcane) 15 ranks, Craft (alchemy) 15 ranks, Craft (any) 15 ranks, 20+ spells known                                      | SS     |
| Craft Major Magic Item       | Craftsman, Craft Magic Item, Permanent Sorcery, Knowledge (arcane) 20 ranks, Craft (alchemy) 20 ranks, Craft (any) 20 ranks, 20+ spells known | SS     |
| Dabbler                      | Int 13, Knowledge (arcane) 6 ranks  | CAE    |
| Painter of Dreams & Visions* | Dabbler, Int 14, Knowledge (arcane) 6 ranks   | FC     |
| Patterns of Protection*      | Dabbler, Painter of Dreams and Visions, Int 14, Knowledge (arcane) 6 ranks  | FC     |
| Patterns of Shelter*         | Dabbler, Painter of Dreams and Visions, Int 14, Knowledge (arcane) 6 ranks  | FC     |
| Deceitful                    | -   | CAE    |

|                             |  |     |
|-----------------------------|--|-----|
| Deep Cover                  | Disguise 6 ranks   | SCW |
| Quick Change                | Deep Cover, Disguise 6 ranks   | SCW |
| Defensive Martial Arts*     | Khitan, Vendhyan, Himelian or <i>Calm of the Adept</i>   | CAE |
| Deft Hands                  | -  | CAE |
| Diligent                    | -  | CAE |
| Discipline of Cavalry*      | Dex 12, Soldier Level 1, Skill Focus (Ride)  | FC  |
| Master of Cavalry*          | Discipline of Cavalry, Dex 12, Skill Focus (Ride), Soldier Level 5   | FC  |
| Dodge*                      | Dex 13, base dodge bonus +1  | CAE |
| Acrobatic Attack            | Dodge, Comat Expertise, Skill Focus (Tumble), Dex 13, Int 13, BAB +6   | SCW |
| Archers' Bane*              | Dodge, base dodge +6   | CAE |
| Like White on Rice          | Dodge, Combat Expertise, Improved Initiative, BAB 6+   | RK  |
| Savage Dance                | Dodge, Combat Expertise, BAB 4+  | RK  |
| Mobility*                   | Dodge, Dex 13  | CAE |
| Whirlwind Attack*           | Dodge, Mobility, Combat Expertise, Int 13, Dex 13, BAB +4  | CAE |
| Endurance*                  | -  | CAE |
| Diehard*                    | Endurance  | CAE |
| Tough as Nails              | Diehard  | RK  |
| Sea's Breath                | Endurance, Con 13, Swim 5 ranks  | PI  |
| Water Snake                 | Endurance, Swim 10 ranks   | PI  |
| Epiphany                    | Wis 15, Knowledge (religion) 6 ranks   | SCW |
| Exotic Weapon Proficiency*  | BAB +1   | CAE |
| Eyes of the Cat             | Spot 1 rank  | CAE |
| Eyes of the Magpie          | -  | CAE |
| Feign Death                 | Perform (pantomime) 5 ranks  | RK  |
| Fighting-Madness            | Cimmerian, Himelian Tribesman, Wazuli, Kushite, Nordheimer, Pict, Southern Islander, Dafari or Tlazitlan, Con 13, BAB +1                 | CAE |
| Fleet Footed*               | -  | CAE |
| Flyby Attack                | Fly speed  | CAE |
| Foul is Fair                | Bluff 7 ranks, Corruption 1+   | RK  |
| Deception of Set            | Foul is Fair, Bluff 11 ranks, Corruption 5+  | RK  |
| Freebooter's Fortune        | Zingaran, 1 <sup>st</sup> Level  | PI  |
| Up the Rigging              | Freebooter's Fortune   | PI  |
| Viper's Speed               | Freebooter's Fortune   | PI  |
| Wave Dance                  | Freebooter's Fortune, Seamanship class ability   | PI  |
| Glib                        | Bluff 6 ranks  | SCW |
| Greater Control             | Knowledge (nature) 15 ranks, Handle Animal 15 ranks, <i>summon beast, control magical beast, animal ally, control monstrous humanoid</i> | SS  |
| Great Fortitude             | -  | CAE |
| Gunderland Pike and Shield* | Gunderman, BAB +1, Shield Proficiency, Pike Proficiency  | CAE |
| Hexer                       | MAB +1, sorcery style: Curses  | CAE |
| Focused Magical Link        | Hexer, MAB +3, Craft (fine art, sculpture or similar) 1 rank   | CAE |
| Improved Critical*          | Proficient With Weapon, BAB +8   | CAE |
| Greater Critical*           | Improved Critical, BAB +16   | CAE |
| Disabling Strike*           | Improved Critical, Greater Weapon Focus, BAB +12   | RK  |
| Improved Initiative*        | -  | CAE |
| Greater Uncanny Dodge       | Improved Initiative, Improved Uncanny Dodge class feature, Dex 19+   | RK  |
| Improved Unarmed Strike*    | -  | CAE |
| Improved Grapple*           | Improved Unarmed Strike, Dex 13  | CAE |
| Crushing Grip*              | Improved Grapple, Str 17, BAB +8   | CAE |
| Choke                       | Improved Grapple   | RK  |
| Slippery                    | Improved Grapple   | SCW |
| Unarmed Throw               | Improved Unarmed Strike, Improved Grapple  | RK  |
| Insight Into Madness        | Corruption 1+  | RK  |
| Investigator                | -  | CAE |
| Iron Will                   | -  | CAE |
| Demon Killer                | Iron Will, single-handedly defeat monster  | CAE |
| Man of Will*                | Iron Will, Soldier Level 7, Hyborian   | FC  |

|                            |   |     |
|----------------------------|---|-----|
| Resolute                   | Iron Will   | RK  |
| Grounded                   | Iron Will, Resolute   | RK  |
| Jaded                      | Corruption 1+   | SCW |
| Know It All                | Int 13  | SCW |
| Knowledgeable              | -   | CAE |
| Live in the Saddle*        | Ride 4 Ranks  | FC  |
| Leadership                 | Character Level 6   | CAE |
| Horde                      | Leadership, Cha 13, Barbarian or Nomad Level 12   | CAE |
| Inspiring Leader*          | Leadership  | FC  |
| Legendary Leader*          | Leadership, Cha 15, Soldier 10 or Noble 8   | FC  |
| Motivational Speaker*      | Leadership, Cha 13  | FC  |
| Pirate Horde               | Leadership, Cha 13, Pirate Level 12   | PI  |
| Light-Footed               | Sneak Attack class feature, Hide 1 rank, Move Silently 1 rank   | CAE |
| Lightning Reflexes         | -   | CAE |
| Loathsome Weapon           | Poison Use, Improved Unarmed Attack, Improved Grapple, Dex 15, BAB +1, Handle Animal 1 rank   | SS  |
| Look What I Can Do         | Perform (buffoonery, dance, juggling, mime or other physical) 5 ranks   | RK  |
| Magical Power Attack       | Cha 15, MAB +4  | SS  |
| Martial Weapon Proficiency | -   | CAE |
| Meditation                 | Wis 13, <i>calm of the adept</i> , no Corruption, Knowledge (arcane) 5 ranks  | SS  |
| Greater Meditation         | Meditation, Wis 15, <i>calm of the adept</i> , no Corruption, Knowledge (arcane) 10 ranks   | SS  |
| Mounted Combat*            | Ride 1 rank   | CAE |
| Mounted Archery*           | Mounted Combat, Ride 1 rank   | CAE |
| Ride-By Attack*            | Mounted Combat, Ride 1 rank   | CAE |
| Spirited Charge*           | Mounted Combat, Ride 1 rank   | CAE |
| Trample*                   | Mounted Combat, Ride 1 rank   | CAE |
| Multiattack                | 3 or more natural weapons   | CAE |
| Navigation                 | Int 13, Profession (sailor) 12 ranks  | CAE |
| Master of the Waves        | Navigation, Int 13, Profession (sailor) 12 ranks  | PI  |
| Negotiator                 | -   | CAE |
| Nimble Fingers             | -   | CAE |
| No Honour                  | No Code of Honour   | CAE |
| Noble Blood                | 1 <sup>st</sup> Level, Noble not prohibited class   | SS  |
| Parry*                     | Str 13, BAB +1  | CAE |
| Performer                  | Cha 13  | CAE |
| Permanent Sorcery          | Craft (alchemy) 15 ranks, Craft (herbalism) 15 ranks, 5+ sorcery styles   | SS  |
| Craft Aberration           | Permanent Sorcery, Knowledge (arcane) 15 ranks, Knowledge (Nature) 15 ranks   | SS  |
| Craft New Life             | Permanent Sorcery, Craft Aberration, <i>Bones of Life</i> , Knowledge (Arcane) 20 ranks, Knowledge (Nature) 20 ranks, Heal 20 ranks | SS  |
| Persuasive                 | -   | CAE |
| Pirate Code Expert         | Int 13, Pirate Level 2  | CAE |
| Pirate Cure                | Con 15, Pirate Level 3  | PI  |
| Point Blank Shot*          | -   | CAE |
| Discipline of Archery*     | Point Blank Shot, Dex 12, Soldier Level 1   | FC  |
| Master of Archery*         | Point Blank Shot, Discipline of Archery, Dex 12, Soldier Level 5  | FC  |
| Far Shot*                  | Point Blank Shot  | CAE |
| Precise Shot*              | Far Shot  | CAE |
| Improved Precise Shot*     | Point Blank Shot, Precise Shot, Dex 19, BAB +11   | CAE |
| Ranged Finesse*            | Precise Shot  | CAE |
| Rapid Shot*                | Point Blank Shot, Dex 13  | CAE |
| Shot on the Run*           | Dodge, Mobility, Point Blank Shot, BAB +4   | CAE |
| Poison Use                 | Dex 13, BAB +6  | CAE |
| Power Attack*              | Str 13  | CAE |
| Improved Bullrush*         | Power Attack, Str 13  | CAE |
| Awesome Blow               | Power Attack, Improved Bullrush, Str 25, size Large or bigger   | SS  |
| Titanic Blow               | Power Attack, Improved Bullrush, Awesome Blow, Str 35, size Huge or bigger  | SS  |

|                           |   |     |
|---------------------------|---|-----|
| Cleave*                   | Power Attack  | CAE |
| Great Cleave*             | Power Attack, Cleave, Str 13  | CAE |
| No Prisoners              | Power Attack, Cleave, Great Cleave  | RK  |
| Explosive Power           | Power Attack, Str 17, BAB +5  | RK  |
| Monster Slayer*           | Power Attack, BAB +3  | CAE |
| Improved Overrun*         | Power Attack, Str 13  | CAE |
| Greater Overrun*          | Power Attack, Improved Overrun, Str 17, BAB +7                            | RK  |
| Superior Overrun*         | Power Attack, Greater Overrun, Str 17, BAB +13                            | RK  |
| Improved Sunder*          | Power Attack, Str 13  | CAE |
| Crush Your Enemy          | Power Attack, Improved Sunder, BAB +8                                     | SCW |
| Greater Sunder*           | Improved Sunder, BAB +6   | CAE |
| Kick Down the Door        | Improved Sunder   | RK  |
| The Bigger They Are...    | Power Attack, Dodge, BAB 7+   | RK  |
| Precise Recollection      | Int 14  | SCW |
| Predator's Eye            | BAB +4, Sense Motive 6 ranks, Spot 8 ranks                                | SCW |
| Predatory Reputation      | Reputation 18   | SCW |
| Priest                    | Scholar Level 4, Lay Priest   | CAE |
| Free Thinker              | Priest, Wis 13  | SCW |
| Quick Draw*               | BAB +1  | CAE |
| Concealed Weapon          | Quick Draw, Dex 13, bluff 5 ranks   | SCW |
| Quick Judge of Character  | Diplomacy 5 ranks, Listen 5 ranks, Sense Motive 5 ranks, Spot 5 ranks     | SCW |
| Racial Archetype          | -   | SCW |
| Reap the Whirlwind*       | Soldier Level 3, light cavalry formation                                  | FC  |
| Ritual Sacrifice          | MAB +1, BAB +1  | CAE |
| Bleed Dry                 | Ritual Sacrifice, Knowledge (arcane) 10 ranks, Corruption 1+              | SS  |
| Opportunistic Sacrifice   | Ritual Sacrifice, MAB +3, BAB +3, Base PP 4                               | CAE |
| Tortured Sacrifice        | Ritual Sacrifice, MAB +2, BAB +2  | CAE |
| Run*                      | -   | CAE |
| Scavenger Reputation      | Reputation 18   | SCW |
| Seducer                   | Cha 17, Perform (acting, poetry or any musical)                           | SCW |
| Self-Sufficiency          | -   | CAE |
| Sharp Blade               | Seamanship class feature, Zingaran  | PI  |
| Shield Proficiency        | -   | CAE |
| Simple Weapon Proficiency | -   | CAE |
| Sizing Up the Foe         | Spot 5 ranks  | SCW |
| Perceptive Defence        | Sizing Up the Foe, Spot 8 ranks, BAB +10                                  | SCW |
| Skill Focus               | -   | CAE |
| Sleep Mastery             | Wis 13, Con 13  | CAE |
| Snatch                    | Size Huge or larger   | SCW |
| Sneak Subdual             | Ability to sneak attack, BAB +1   | CAE |
| Sorcerer's Boon           | Scholar Level 4, 2+ Sorcery Styles, Int 13                                | CAE |
| Greater Sorcerer's Boon   | Sorcerer's Boon, Int 15, Scholar Level 12, 4+ Sorcery styles              | SS  |
| Sorcerous Tactics*        | Scholar Level 3, sorcery style: Divination                                | FC  |
| Spawn of Dagoth Hill      | Kothian or Zamorian, 1 <sup>st</sup> Level                                | CAE |
| Stealthy                  | -   | CAE |
| Armoured Stealth          | Armour Prof (Light), Stealthy, Dex 13, Hide 4 ranks, Move Silently 1 rank | CAE |
| Unseen Scavenger          | Stealthy, Allegiance: Brotherhood of the Bowl, Hide 11 ranks              | SCW |
| Steely Gaze*              | Cha 13, Intimidate 8 ranks  | CAE |
| Improved Evil Eye         | Steely Gaze, Dabbler or 1 sorcery style, Cha 13                           | SS  |
| Menacing Aura*            | Steely Gaze, Cha 15, Intimidate 16 ranks                                  | CAE |
| Roaring Rage*             | Steely Gaze, Menacing Aura, Cha 15, Intimidate 16 ranks                   | FC  |
| Silence, Fool!            | Steely Gaze, Menacing Aura, Intimidate 19 ranks                           | SCW |
| Striking Cobra*           | Dex 15, Cha 13, Bluff 6 ranks, BAB +6                                     | CAE |
| Stunning Attack*          | Dex 13, Str 13, BAB +8  | CAE |

|                          |  |      |
|--------------------------|--|------|
| Summoner                 | MAB +1, sorcery style: Summoning   | C/AE |
| Augment Summoning        | Summoner, MAB +4   | C/AE |
| Superior Armourer        | Aquilonian, Kothian, Hyrkanian/Turanian or Zingaran, Craft (armourer) 12 ranks | C/AE |
| Tactical Mind*           | Int 13   | FC   |
| Master of the Art*       | Tactical Mind, Int 13  | FC   |
| Take the Charge*         | Soldier Level 3, heavy infantry formation                                      | FC   |
| To Think is To Act       | -  | SCW  |
| Touch of Power           | Dabbler or 1 sorcery style, Improved Unarmed Strike or Brawl, Cha 13           | SS   |
| Toughness*               | -  | C/AE |
| Track                    | -  | C/AE |
| True Professional        | -  | SCW  |
| Two-Weapon Combat        | -  | C/AE |
| Improved 2-Wpn Combat*   | Two-Weapon Combat, BAB +6  | C/AE |
| Two-Weapon Defense*      | Two-Weapon Combat, Parry   | C/AE |
| Weapon Focus*            | Proficient with weapon, BAB +1   | C/AE |
| Brutal Attack            | Weapon Focus (Melee Weapon), Dex 14, Str 16, BAB +5                            | SCW  |
| Discipline of Infantry*  | Weapon Focus (melee weapon), Soldier Level 1, Str 12                           | FC   |
| Master of Infantry*      | Weapon Focus (melee weapon), Discipline of Infantry, Str 12, Soldier Level 5   | FC   |
| Weapon Specialisation*   | Weapon Focus, Soldier Level 4  | C/AE |
| Warning Shot             | Combat Expertise, Weapon Focus   | RK   |
| Greater Weapon Focus*    | Weapon Focus, Soldier Level 8  | C/AE |
| Greater Weapon Special.* | Weapon Focus, Greater Weapon Focus, Weapon Specialisation, Soldier Level 12    | C/AE |
| Weapon Panache           | Proficient with weapon, BAB +1   | SCW  |
| Whip Weary               | Turanian Slave, 1 <sup>st</sup> Level  | PI   |
| Heart of Hate            | Whip Weary   | PI   |
| Hunted                   | Whip Weary, Uncanny Dodge class feature  | PI   |
| Steel's Sacrifice        | Whip Weary   | PI   |
| Unfettered               | Whip Weary   | PI   |
| Zingaran Surprise        | Zingaran, BAB +8, Sneak Attack +4d6  | C/AE |

\*Soldier Bonus Feat

Sorcery Feat

C/AE: Conan Atlantean Edition

FC: Free Companies

RK: Road of Kings

PI: Pirate Isles

SCW: Shadizar, City of Wickedness

SS: Scrolls of Skelos

# CONAN CHEAT SHEET

## Standard Actions

Attack (melee)  
 Attack (ranged)\*  
 Attack (unarmed)\*  
 Aid Another?  
 Bull Rush\*  
 Cast a Standard Spell\*  
 Concentrate to Maintain Spell  
 Demoralise Opponent  
 Dismiss Spell  
 Draw Hidden Weapon  
 Escape Grapple  
 Feint  
 Light torch from flame  
 First Aid to Stabilise  
 Overrun  
 Ready  
 Sunder a Weapon\*  
 Sunder an Object?  
 Total Defence  
 Use Extraordinary Ability  
 Single Action Skill?  
 Use Supernatural Ability

## Move Actions

Move\*  
 Move Through Difficult Terrain\*  
 Control Frightened Mount\*  
 Direct or Redirect Spell  
 Draw Weapon  
 Open or Close Door  
 Mount or Dismount  
 Move Heavy Object\*  
 Pick Up Item\*  
 Sheathe a Weapon\*  
 Stand From Prone\*  
 Ready or Loose Shield  
 Retrieve Stored Item\*

## Full Round Actions

Full Attack (melee)  
 Full Attack (ranged)\*  
 Full Attack (unarmed)\*  
 Coup de Grace\*  
 Escape From Net\*  
 Extinguish Flames  
 Light Torch with F&S\*  
 Load Crossbow\*  
 Prepare to Throw Splash Weapon\*  
 Run\*  
 Full Round Skill?  
 Touch Spell on 6 Friends\*  
 Withdraw?

## Free Actions

Cease Concentration  
 Drop Item  
 Drop to Ground  
 Prepare Components for Spell  
 Speak  
 Delay  
 5' Step?

## Other Actions

Disarm\*  
 Grapple\*  
 Trip\*  
 Use Feat?

\*Attracts AoO  
 ?May attract AoO

## Defence Modifiers

| Defender Is...               | Melee            | Ranged           |
|------------------------------|------------------|------------------|
| Behind Cover                 | +4               | +4               |
| Blinded                      | -2*              | -2*              |
| Charging                     | -2               | -2               |
| Entangled (any)              | -4Dex            | -4Dex            |
| Entangled (above)            | -4P <sup>L</sup> | -4P <sup>L</sup> |
| Flat Footed                  | *                | *                |
| Grappling                    | *                | *§               |
| Helpless                     | -4†*             | *†               |
| Kneeling/Sitting             | -2               | +2               |
| Not proficient/using improv. | -1P              | --               |
| Pinned                       | -4†*             | *†               |
| Prone                        | -4               | +4               |
| Running                      | *                | *                |
| Squeezing Through Space      | -4               | -4               |
| Stunned                      | -2*              | -2*              |
| Surrounded                   | -2D              | -2D              |
| Unarmed                      | -4P              | --               |

\*May not Parry or Dodge  
<sup>L</sup> No penalty for Light weapons  
 § Target is determined randomly  
 † Dex counts as 0 (-5 Modifier)

## Melee Attack Modifiers

| Attacker is...                    | Modifier |
|-----------------------------------|----------|
| Higher                            | +1       |
| Flanking                          | +2       |
| Ganging Up                        | +1*      |
| Charging                          | +2       |
| Altering Lethal/Non-Lethal Damage | -4       |
| Using Reach Weapon on Adjacent    | -4       |
| Ranged Attack into Melee          | -4†      |

\*Per previous attacker this round  
 † Unless aiming point is at least 10' away from friendlies

## Bull Rush

- Move into defender's space  
 - Attract AoO from all adjacent  
 - 25% AoO hits wrong target  
 - Opposed Strength  
 - +2 to check for charge  
 - +4 to defender if quadraped  
 - Move defender 5' if successful  
 - If move with defender, gain an extra 5' per margin of success 5.  
 - Both provoke AoOs while moving

## Disarm

- AoO from target  
 - Disarm fails if damaged by AoO  
 - Opposed attack rolls  
 - 2 handed weapon gains +4  
 - Light weapon suffers -4  
 - Larger party gains +4/size difference  
 - Defender -4 if item is not melee weapon  
 - On fail, defender may counter-disarm  
 - On success, unarmed disarmer may take wpn

## Overrun/Trample

- AoO from target  
 - Defender may let over-runner through  
 - If defender blocks, Strength opposed by Dex or Str  
 - On success, defender is prone, movement continues  
 - On fail, defender may counter-push  
 - Regardless of counter, fail ends move

## Feint

- Bluff opposed by Sense Motive + BAB  
 - On success, no parry/dodge vs next attack

## Sunder

- AoO from target  
 - Opposed attack rolls  
 - 2 hander gains +4  
 - Light weapons gains -4  
 - Larger combatant +4/diff.  
 - On success, roll damage

## Trip

- AoO from target (unless armed trip)  
 - Unarmed melee touch attack  
 - Str opposed by Str or Dex  
 - On success, target prone  
 - On fail, may counter-trip

## Tripping Riders

Riders may oppose with Ride skill  
 On fail, pulled from horse

## Grapple

- AoO from target  
 - If damaged from AoO, attempt fails  
 - Melee attack to grab  
 - Grapple check to hold  
 - Deal unarmed damage (ignore armour DR)  
 - To maintain grapple, move in to square

## Grapppling Restrictions

- No threatened squares  
 - My only dodge opponents being grappled  
 - My not parry (exception - human shield)  
 - No normal movement  
 - No two-weapon combat

## Actions While Grappling

- Activate a magic item  
 - Use unarmed, natural or light weapon to attack at -4\*  
 - Cast standard spell with components in hand and no somatic component; requires Concentration check DC 20 + PP  
 - Deal damage with grapple check, ignoring armour DR; take -4 to deal lethal damage\*  
 - Draw light weapon as move action  
 - Escape from grapple with grapple check\*  
 - Use Escape Artist to escape as standard action  
 - Move half speed with grapple check (+4 if opponent pinned and no others in grapple)  
 - Retrieve spell component as full round action with grapple check  
 - Pin with grapple check\*  
 - Break a pin with grapple check\*  
 - Use opponent's light weapon; on successful grapple check, attack at -4 (weapon remains in opponent's grasp)\*

## Actions While Pinning

- Damage, use own attack, use opponent's weapon, move grapple as above  
 - Prevent from speaking (free action)  
 - Disarm (opponent gets +4)  
 - End grapple as free action

## Actions While Pinned

- Escape with grapple check or Escape Artist, as above

## Demoralise

- Intimidate vs 1d20 + Level + Wis bonus  
 - On success, target is shaken for one round.

## COMBAT MANOEUVRES

### Bull's Charge

- Use slashing or piercing weapon on charge
- Attract AoO
- +2 damage

### Cat's Parry

- Must be parrying
- Opponent gains +4 to hit
- On miss, gain AoO

### Decapitating Slash

- Made as AoO
- On crit, Fort DC (5 + damage) or die
- -4 Defence for one round

### Desperate Stab

- Opponent must not yet have acted
- Opponent must be flat-footed
- Make Finesse Attack
- On hit, Fort DC (damage) or die
- If he survives, opponent gains +2 to hit and damage that round

### Devastating Sweep

- Must be using slashing weapon
- Cannot use finesse
- Adjacent opponents may 5' step to avoid Whirlwind Attack

### Fling Aside

- Must have free hand
- On grab and grapple, trip and deal unarmed damage

### Hooking Parry

- Parry reach weapon with axe, bill, bardiche or polearm
- On successful parry, opponent may not use weapon as long as you maintain hook (cannot use hooking weapon)
- Standard action, Attack vs Parry to unhook weapon

### Human Shield

- Must have dealt damage while grappling
- Grapple check to use foe as shield
- Gain parry bonus equal to Str bonus -1
- Minimum bonus 0, max bonus +2
- On successful parry, shield takes full damage

### Leaping Charge

- On charge, make second attack at primary attack bonus
- Both attacks suffer -2
- Defence penalty for charge increases to -4

### Pantherish Twist

- Must be using dodge
- Make Dex checks vs flanking opponents
- Opponents who fail attack ally
- Opponents who win gain +2 to hit and damage
- Only effects first attack by flankers

### Sundering Parry

- Parry at -2
- On successful parry, free sunder at -2 to hit

### To the Hilt (Combat Manoeuvre)

- Use piercing or slashing weapon
- +1 to damage
- If damage dice higher than Str, weapon stuck
- Full round action, Strength check DC 10 to remove
- 1d4 damage to stuckee for each action taken

## OTHER ACTIONS

**Fight Defensively:** -4 to hit, +2 Defence

**Total Defence:** Cannot attack, +4 Defence

**Aid Another:** Target DC 10 to provide +2

**Cast Defensively:** Concentration DC (15 + PP)

**Climb:** ¼ speed, or ½ speed at -5

**Crawl:** 5', attracts AoO

**Mount/Dismount:** Free action – Ride DC 20  
Otherwise, move action

**Charge:** Minimum 10', +2 to hit, -2 Defence

**Forced March:** Con DC 10 (+2 per additional hour) after 8 hours. On fail, 1d6 non-lethal, fatigued. Horses forced marching take lethal damage.

**Hustle:** 2 hours without sleep does 1 non-lethal damage and causes fatigue. Each extra hour does double the previous hour in damage. Hustling horses take lethal damage.

**Run:** Up to Con score in rounds, after which a DC 10 Con check is required each round. DC increases by +1 each round. Failure requires one minute rest, moving no faster than a normal move.

**Coup de Grace:** Fort DC (10 + damage)

### Throw Splash Weapon At Target:

- Ranged touch attack
- Hit does direct damage, plus 5' splash

### Throw Splash Weapon at Grid Intersection:

- Ranged attack Defence 5.
- Splash damage in all adjacent

**Splash scatter on throw:** Direction d8, distance equals # of range increments thrown.

## HEALING

**Natural Healing:** 3 + Con + Level hp per day  
1 + Con ability points per hour rest  
Level non-lethal damage per hour

**Complete Bed Rest:** Natural rate x 2

**Flagon of Wine:** Restores 1hp to characters on 0

**Short Term Aid:** Heals Con + Level

## STATUS DESCRIPTORS

**Blinded:** All targets have full concealment, no dodge or parry, +2 to be hit, -4 to Str and Dex based checks, Search etc... *Cont.*

**Confused:** 1d10 - 1 = wander for 1 minute; 2-6 = do nothing; 7-9 = attack nearest; 10 = act normally. If attacked, will attack back on next action.

**Cowering:** No dodge, -4 to parry, +2 to be hit, no action.

**Dazed:** No action. May dodge or parry.

**Dazzled:** -1 to attack, search and spot

**Deafened:** -4 initiative, 20% spell failure with verbal, no Listen checks.

**Disabled:** Partial actions only. Standard action does 1hp damage.

**Distracted:** -4 Listen, Spot, Search

**Fatigued:** -2 Str and Dex; cannot run or charge.

### Fear:

*Shaken:* -2 on attack, saves, skill and ability checks.

*Frightened:* As shaken, plus flee until out of sight and sound. Will fight if unable to flee.

*Panicked:* As shaken, but flee in random direction, 50% chance of dropping anything in hand. If unable to flee, will cower.

**Helpless:** No dodge or parry, no action, +4 to be hit in melee, effective Dex 0. Effectively Defence 1 vs melee, Defence 5 vs ranged

**Nauseated:** May only take a move action.

**Staggered:** Partial actions only.

**Stunned:** No dodge or parry, no action, +2 to be hit.

## Don/Doff Armour

Leather jerkin, mail shirt, quilted jerkin, brigandine coat:

Don: 1 minute  
Don Hastily: 5 rounds  
Remove\*: 1 minute

Scale hauberk, mail hauberk, breastplate:

Don†: 4 minutes  
Don Hastily: 1 minute  
Remove\*: 1 minute

Plate, scale hauberk, mixed heavy armour:

Don†: 4 minutes  
Don Hastily\*: 4 minutes  
Remove\*: 1d4+1 minutes

\*Halve this time with assistance

†Assistance required

Hastily donned armour: +1 check penalty and -1 DR.

## Shields

*Buckler:* Requires hand. Light weapon.

*Large Shield:* Standard use requires hand. Strapped to shoulder offers +2 dodge vs ranged. Strapped to back offers +2 DR vs one opponent when flanked.

*Targe:* Can be used with weapon in hand, reduces parry bonus to +1.

# ALCHEMY, HERBALISM AND POISON CHECKS AND PRICES

## ALCHEMY

| Item                      | DC | Cost  | Requirements   |                          |
|---------------------------|----|-------|--|--------------------------|
| Acid*                     | 15 | 200   | Craft (alchemy) 4 ranks  |                          |
| Argossean Dream Dust      | 15 | 150   | Craft (alchemy) 5 ranks  | Barachan Islands         |
| Dancer's Wine             | 15 | 10    | Craft (alchemy) 4 ranks  |                          |
| Blue Devil's-Flame        | 15 | 300   | Craft (alchemy) 4 ranks  |                          |
| Flame-powder              | 15 | 50    | Craft (alchemy) 4 ranks  |                          |
| Rope of Dead-Women's Hair | 15 | 1,250 | Craft (alchemy) 6 ranks, 1 dose of upas-tree juice, hair from 20 dead women                |                          |
| Stygian Tomb-Dust         | 15 | 400   | Craft (alchemy) 5 ranks, Knowledge (arcane) 5 ranks  |                          |
| Acheronian Demon-Fire     | 20 | 1,500 | Craft (alchemy) 6 ranks  |                          |
| Atlantean Water           | 20 | 800   | Craft (alchemy) 8 ranks  |                          |
| Dust of Forgetfulness     | 20 | 500   | Craft (alchemy) 10 rank  |                          |
| Hellfire Puffball         | 20 | 2,500 | Craft (alchemy) 15 ranks   |                          |
| Kothic Demon-Fire         | 20 | 500   | Craft (alchemy) 4 ranks  |                          |
| Radium Gem                | 20 | 500   | Craft (alchemy) 10 ranks, green fire-stone   |                          |
| Smokestick*               | 20 | 100   | Craft (alchemy) 5 ranks  |                          |
| Violet Curreall           | 20 | 300   | Craft (alchemy) 8 ranks  | Kush and the Misty Isles |
| Acheronian Black Globe    | 25 | 1,400 | Craft (alchemy) 10 ranks   |                          |
| Acheronian Guardian Orb   | 25 | 1,600 | Craft (alchemy) 10 ranks   |                          |
| Atlantean Peace           | 25 | 400   | Craft (alchemy) 10 ranks, lost recipe  |                          |
| Globe of Yezud            | 25 | 2,000 | Craft (alchemy) 10 ranks, Knowledge (nature) 10 ranks, Priest of Zath                      |                          |
| Gloden Wine of Xuthal     | 25 | 1,750 | Craft (alchemy) 12 ranks, rare recipe held by Xuthallans                                   |                          |
| Lotus Blacksmoke          | 25 | 3,750 | Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> : black lotus blossom |                          |
| Lotus Greensmoke          | 25 | 4,500 | Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> : green lotus blossom |                          |
| Lotus Greysmoke           | 25 | 2,400 | Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> : grey lotus blossom  |                          |
| Potion of Hibernation     | 25 | 1,850 | Craft (alchemy) 15 ranks, 1 dose black lotus juice, 2+ Immortality spells                  |                          |
| Stygian Wind Venom        | 25 | 1,200 | Craft (alchemy) 12 ranks   |                          |
| Tanglefoot Bag*           | 25 | 1,200 | Craft (alchemy) 10 ranks   |                          |
| Thunderstone*             | 25 | 800   | Craft (alchemy) 10 ranks   |                          |
| Acheronian Grave Dust     | 30 | 1,600 | Craft (alchemy) 10 ranks   |                          |

## HERBALISM

| Item                 | DC | Cost  | Gather DC | Location  |
|----------------------|----|-------|-----------|---|
| Apples of Derketa    | -- | 500   | 20        | Jungles of northern Black Kingdoms  |
| Hashish              | 15 | 2     | 20        | Warm forest, crops  |
| Potion of Madness    | 15 | 1,500 | 20        | Plains of northern Vendhya (requires black lotus wine and grey lotus blossom) |
| Yellow Lotus Resin   | 15 | 125   | 15        | Jungles of northern Black Kingdoms  |
| Vendhya Chew         | 15 | 75    | 15        | Vendhya, warm forest  |
| Woundwort            | 15 | 50    | 25/20     | Anywhere/Warm or temperate forest   |
| Opium                | 16 | 5     | 25        | Warm forest or grassland, crops   |
| Black Draught        | 18 | 2     | n/a       | Opium, alcohol, sugar   |
| Mixed Lotus          | 18 | 200   | 25/20     | Black lotus and purple lotus  |
| Black Lotus Juice    | 20 | 750   | 25/20     | As per black lotus blossom  |
| Grey Lotus Blossom   | 20 | 800   | 25        | Swamps of the Dead beyond Khitai  |
| Black Lotus Wine     | 20 | 50    | 25/20     | As per black lotus blossom  |
| Black Lotus Powder   | 20 | 300   | 25/20     | As per black lotus blossom  |
| Love Potion          | 20 | 1,500 | 25        | Steppes east of Zamboula  |
| Sleeping Draught     | 20 | 650   | 25        | Any jungle or swamp where Lotus grows   |
| Stygian Mould        | 20 | 200   | 20        | Underground in Stygia   |
| Upas Tree Juice      | 20 | 1,200 | 20        | Forests of northern Aquilonia, Nemedia and Brythunia                          |
| Yellow Lotus Blossom | 25 | 1,250 | 25        | Bamboo jungles of Khitai  |
| Black Lotus Blossom  | 25 | 1,250 | 25/20     | Jungles of northern Black Kingdoms/Banks of Zarkheba river                    |
| Green Lotus Blossom  | 25 | 1,500 | 20        | Jungles of Khitai   |
| Purple Lotus Juice   | 25 | 2,500 | 25        | Ghost-haunted swamps of southern Stygia                                       |
| Purple Lotus Wine    | 25 | 1,750 | 25        | As per purple lotus juice   |
| Golden Lotus Juice   | 25 | 1,200 | 20        | Jungles of Khitai   |
| Upas Tree Oil        | 25 | 1,000 | 20        | Forests of northern Aquilonia, Nemedia and Brythunia                          |



POISONS

| Poison                       | Cost  | Type     | DC | Initial                 | Secondary            |
|------------------------------|-------|----------|----|-------------------------|----------------------|
| Apple of Derketa Juice       | 500   | Contact  | 20 | 1d6 Con                 | 1d6 Con              |
| Apple of Derketa Juice       | 500   | Injury   | 22 | 2d8 Con                 | 2d8 Con              |
| Apple of Derketa             | 500   | Ingested | 21 | 2d6 Con                 | 2d6 Con              |
| Black Lotus Blossom          | 1,250 | Inhaled  | 25 | 1d3 Str + Hallucination | Unconsciousness      |
| Black Lotus Juice            | 750   | Ingested | 22 | 1d10 Str + 1d6 Con      | 2d6 Con              |
| Black Stygian Scorpion Venom | 1,000 | Injury   | 23 | 2d4 Con + 2d6 Dex       | 2d4 Con + 1d6 Dex    |
| Bloodroot*                   | 100   | Injury   | 12 | -                       | 1d4 Con + 1d3 Wis    |
| Blue Whinnis*                | 120   | Injury   | 14 | 1 Con                   | Unconsciousness      |
| Cobra Venom                  | 120   | Injury   | 11 | 1d4 Dex + 1d4 Con       | 1d4 Dex + 1d4 Con    |
| Dragon Venom                 | 1,200 | Injury   | 25 | 1d6 Str                 | 1d6 Str              |
| Giant Spider Venom           | 700   | Injury   | 16 | 2d6 Con                 | 1d4 Con              |
| Great Serpent Venom          | 850   | Injury   | 21 | 2d6 Con                 | 1d6 Con              |
| Green Lotus Blossom          | 1,500 | Inhaled  | 24 | 1d6 Con                 | 2d6 Con              |
| Grey Lotus Blossom           | 800   | Inhaled  | 22 | 2d6 Wis + Madness       | 1d6 Wis              |
| Malys Root Paste*            | 500   | Contact  | 16 | 1 Dex                   | 2d4 Dex              |
| Oil of Taggit*               | 90    | Ingested | 15 | -                       | Unconsciousness      |
| Potion of Madness            | 1,500 | Ingested | 23 | 2d6 Wis + Hallucination | 2d6 Int + Madness    |
| Purple Lotus Juice           | 2,500 | Injury   | 28 | 3d6 Dex + Paralysis     | 1d6 Dex              |
| Purple Lotus Wine            | 1,750 | Ingested | 28 | 2d6 Dex + Paralysis     | 1d6 Dex              |
| Sassone Leaf Residue*        | 300   | Contact  | 16 | 2d12 hp                 | 1d6 Con              |
| Striped Toadstool*           | 180   | Ingested | 11 | 1 Wis                   | 2d6 Wis + 1d4 Int    |
| Terinav Root*                | 750   | Contact  | 16 | 1d6 Dex                 | 2d6 Dex              |
| Upas-Tree Juice              | 1,200 | Ingested | 22 | 2d4 Con & PP            | 2d4 Con & PP         |
| Upas-Tree Oil                | 1,000 | Injury   | 20 | 1d6 Con & PP            | 1d6 Con & PP         |
| Viper Venom                  | 120   | Injury   | 11 | 1d6                     | 1d6                  |
| Water of Zarkheba            | -     | Ingested | 25 | 2d6 Con                 | 1d6 Con + Corruption |
| Yellow Lotus                 | 1,250 | Inhaled  | 21 | Unconscious 2d6 hours   | 1d6 Con              |
| Yothka Secretion             | 400   | Contact  | 19 | 1d4 Int                 | 1d4 Int              |

\* Taken from D&D

# Conan Race List

| Race               | Equivalent    | Background Skills                                | Favoured Class | Prohibited Classes          | Automatic Languages | Bonus Languages  | Racial Features   |
|--------------------|---------------|--|----------------|-----------------------------|---------------------|--|---|
| Cimmerian          | Celtic        | Climb, Move Silently, Survival                   | Barbarian      | Noble, Nomad, Scholar       | Cimmerian           | Nordheimer, Pictish, Aquilonian, Hyperborean   | +1 to Will, +2 Climb, -2 Diplomacy and verbal bluff<br>+2 Hide, Listen, Spot, Move Silently, Survival in temp./cold highlands<br>No religion other than Crom<br>+2 Str, -2 Int  |
| Himelian Tribesman | Afgan         | Clime, Hide, Move Silently                       | Barbarian      | Noble, Pirate               | Afghuli             | Vendhyan, Hyrkanian, Iranistani  | +2 Hide, Listen, Move Silently, Survival, Spot in hills and mountains<br>+1 Hide, Move Silently, +2hp, -2 vs hypnotism  |
| Wazuli             |               |  |                |                             |                     |  | As Himelian, plus Eyes of the Cat, -1 attack and skill check in daylight<br>+2 Hide, Spot, Search in darkness or dim light  |
| Hyborian           | Varies        | Any Four   | All Classes    | None                        | Varies              | Stygian, Nemedian, Aquilonian, Bossonian<br>Brythunian, Ophirean, Corinthian, Zingaran<br>Hyperborean, Zamorian, Pictish, Kothic<br>Argossean, Shemitish | Choose 2 class skills with +2 bonuses<br>Weapon Familiarity: Greatsword<br>+1 Fate Point  |
| Argossean/Barachan | Italian/Greek | Gather Information, Use Rope Profession (Sailor) | Pirate         | Nomad                       | Argossean           | As Hyborian  | As Hyborian, plus +2 Gather Info, Prof. (sailor), Balance, Use Rope   |
| Bossonian          | French        | Craft (bowyer), Any Two                          | Soldier        | Barb., Nomad, Noble, Pirate | Bossonian           | Nemedian, Aquilonian, Bossonian, Zingaran<br>Pictish, Argossean  | As Hyborian, plus +1 with Bossonian Longbow, no bonus Fate Point<br>+2 Defence when fighting defensively or total defence<br>Exotic Proficiency: Bossonian Longbow  |
| Gunderman          | French        | Craft (weaponsmith), Any Two                     | Soldier        | Nomad, Pirate               | Aquilonian          | As Hyborian  | As Hyborian, plus +1 to attack and damage with pike<br>Martial Weapon Proficiency: Pike, +1 Will, no bonus Fate Point   |
| Hyperborean        | Settled Norse | Craft (stone), Intimidate, Any One               | Soldier        | Pirate                      | Hyperborean         | As Hyborian  | As Hyborian, plus +2 Con, -2 Cha, +2 Intimidate, no bonus Fate Pt<br>-1 Diplomacy, Gather Info and verbal Perform and Bluff   |
| Tauran             | French        | Prof. (farmer), Survival Move Silently, Any One  | Borderer       | Barbarian, Nomad, Pirate    | Aquilonian          | As Hyborian  | As Hyborian, plus +1 Survival, no Weapon Familiarity: Greatsword<br>+1 Hide, Listen, Move Silently, Survival, Spot in temp. forest, plains  |
| Hyrkanian/Turanian | Hun/Turk      | Craft (bowyer), Ride, Survival                   | Nomad          | None                        | Hyrkanian           | Brythunian, Zamorian, Kothic, Corinthian<br>Hyperborean, Vendhyan, Iranistani, Khitan<br>Yeutshi, Shemitish, Stygian                                     | +1 to attack with all bows, extra +1 at six range increments, +2 at nine<br>With Far Shot, bonuses occur at four and six, no pre-req for Far Shot<br>+2 Dipl., Gather Info., Intimidate in certain regions with wpn drawn<br>-2 vs Hypnotism, Weapon Familiarity: Tulwar, Hyrkanian Bow |
| Iranistani         | Persian       | ?  | Nomad          | None                        | Iranistani          | ?  | ?   |
| Khitan             | Chinese       | Knowledge (arcane, any) Move Silently            | Scholar        | Barbarian, Nomad            | Khitan              | Hyrkanian, Vendhyan, Afghuli, Shemitish<br>Demonic, Old Stygian, Acheronian  | +1 Knowledge, +2 Move Silently, -2 vs Hypnotism<br>Bonus Feat: Dodge, Improved Unarmed Strike, Weapon Focus (staff), Summoner, Ritual Sacrifice or Hexer  |
| Kezankian Hillman  | Afghan/Arab   | Climb, Hide, Move Silently                       | Barbarian      | Noble, Pirate               | Kezankian           | Zamorian, Hyrkanian  | +2 Hide, Listen, Move Silently, Survival, Spot in hills and mountains<br>+1 Hide and Move Silently, Bonus Feat: Toughness   |

|                       |               |  |                   |                      |  |   |  |
|-----------------------|---------------|--|-------------------|----------------------|--|---|--|
| Kushite/NBKT          | North Africa  | Hide, Move Silently, Survival                          | Nomad             | Noble, Pirate        | Kushite, Keshani, Puntan or Zembabwean               | Stygian, Shemitish, Darfari, Puntan Zembabwean, Old Stygian, Keshani Iranistani, Black Coast  | +1 to damage with spears in melee, illiterate<br>+2 Hide, Listen, Move Silently, Survival and Spot in hot environments<br>Bonus Feat: Simple Weapon Proficiency  |
| Chaga                 | Egyptian      | Perform (ritual), Sense Motive<br>Craft (alchemy)      | Noble             | None                 | As Kushite   | As Kushite  | +1 Perform (ritual), Craft (alchemy), Sense Motive<br>+1 Hide, Spot, Listen, Move Silently and Survival in hot environments<br>Bonus Feat: Exotic Weapon Proficiency (Stygian bow), Summoner, Ritual Sacrifice or Hexer  |
| Ghanata               | Nigerian      | Ride, Move Silently, Spot, Survival                    | Nomad             | Noble, Pirate        | Ghanatan   | Darfari, Keshani, Puntan, Zembabwean Iranistani, Tibu, Tombalku   | +2 Hide, Listen, Move Silently, Survival, Spot in hot desert<br>+1 to damage with scimitars and Ghanata knives, illiterate<br>Martial Weapon Proficiency (scimitar, Ghanata knife). +1 Ride  |
| Nordheimer            | Norse         | Craft (any), Survival<br>Profession (farmer or sailor) | Barbarian         | Noble, Nomad         | Nordheimer   | Cimmerian, Aquilonian, Pictish, Hyperborean   | +2 Con, -2 Dex, +1 damage w/swords, Weapon Familiarity: War Sword<br>+1 Hide, Listen, Move Silently, Spot, Survival in any cold land<br>Martial Weapon Proficiency (broadsword)  |
| Pict                  | Iroquoii/Celt | Jump, Hide, Tumble                                     | Barbarian         | Noble, Nomad, Pirate | Pictish, Talking Drum                                | Aquilonian, Cimmerian, Nordheimer, Zingaran   | +2 Dex, -2 Int, +1 Tumble, Jump, +1 attack and damage vs animals<br>+2 Hide, Listen, Move Silently, Spot, Survival in temp./warm forest<br>Illiterate  |
| Shemite               | Arab          | Spot, Ride, Survival                                   | Nomad             | Borderer, Pirate     | Shemitish  | Stygian, Ophirean, Kothic, Argossean, Hyrkanian   | +2 Appraise, Spot, Bluff, +1 to attack with bows, -1 to all saves<br>+1 damage w/bows under 1 range increment, +1 damage <i>coup de grace</i><br>+2 Hide, Spot, Listen, Move Silently, Survival in hot desert<br>Weapon Familiarity: Shemite bow                   |
| Meadow Shemite        | Arab          | Diplomacy, Handle Animal, Ride                         | Soldier           | Pirate               | Shemitish  | As Shemite  | As Shemite, plus +2 Diplomacy<br>Environmental bonuses for plains instead of desert  |
| Pelishtim             | Arab          | Knowledge (arcane, any)<br>Handle Animal               | Soldier, Scholar  | Pirate               | Shemitish  | As Shemite  | As Shemite, plus +2 Knowledge (arcane)<br>Environmental bonuses for plains instead of desert   |
| Southern Islander/SBK | Zulu          | Perform (dance), Survival<br>Profession (sailor)       | Barbarian, Pirate | Noble, Nomad         | Southern Islander, Bakalah<br>Bamulah, Suba or Wadai | Black Coast, Southern Islander, Bakalah<br>Bamulah, Suba, Wadai, Kushite, Stygian, Tibu<br>Shemitish, Argossean, Zingaran, Tombalku | +2 Str, -2 Cha, +1 attack with spear, javelin, +2 Perform (dance)<br>+1 dodge in no armour, -2 vs Terror, Illiterate<br>Weapon Proficiency (hunting spear, club)   |
| Darfari               | Sudanese      | As Southern Islander                                   | Barbarian         | Pirate, Noble        | Darfari  | Kushite, Stygian, Keshani, Shemitish, Puntan  | As Southern Islander, plus +1 w/bludgeoning replaces +1 spear/javelin<br>+1 Perform (drums) replaces Perform (dance), bite while grappling   |
| Stygian               | Egyptian      | Perform (ritual), Knowledge (arcane)<br>Handle Animal  | Noble, Scholar    | None                 | Stygian  | Shemitish, Kushite, Keshani, Zembabwean<br>Puntan, Darfari, Khitan, Hyrkanian, Demonic<br>Acheronian, Old Stygian                   | +2 Knowledge (arcane), Perform (ritual), Craft (alchemy)<br>+1 to attack with Stygian bow, Exotic Weapon Prof. (Stygian bow)<br>-2 vs Corruption   |
| Vendhyan              | Indian        | Diplomacy, Sense Motive<br>Knowledge (nobility)        | Noble, Soldier    | Barbarian, Nomad     | Vendhyan   | Khitan, Hyrkanian, Afghuli, Iranistani, Kosalan   | +2 Diplomacy, Sense Motive, Knowledge (nobility)<br>+1 Bluff, Gather Information and Knowledge (history)<br>+1 Will except vs hypnotism, Weapon Familiarity: Tulwar<br>Martial Weapon Proficiency (light lance)<br>+1 attack and damage with light lance on charge |
| Zamorian              | Ukraine/Mix   | Open Lock, Disable Device<br>Sleight of Hand           | Thief             | Barbarian, Pirate    | Zamorian   | Shemite, Hyrkanian, Kothic, Brythunian<br>Corinthian  | +2 Dex, -2 Str, +2 Open Lock, Disable Device, Sleight of Hand<br>+1 Craft, +1 Climb, Hide, Listen, Move Silently, Spot in urban<br>+2 Gather Information re: theft, assassination, legendary treasure  |
| Zingaran              | Spanish       | Profession (sailor), Balance, Use Rope                 | Soldier, Pirate   | Barbarian, Nomad     | Zingaran   | Aquilonian, Argossean, Shemite, Stygian<br>Kushite, Southern Islander, Black Coast<br>Ophirean, Pictish, Kothic                     | +2 Cha, -2 Con, +1 Sense Motive, Prof. (sailor), Balance, Use Rope<br>-1 Diplomacy, +1 attack w/arming sword, broadsword, +1d6 sneak attack<br>Weapon Proficiency (arming sword), Weapon Familiarity: greatsword   |

## WEAPON HARDNESS AND hit points

| Weapon         | Hardness | HP |                          |    |    |                          |    |    |
|----------------|----------|----|--------------------------|----|----|--------------------------|----|----|
| Axe            | 5        | 3  | Lance, Heavy             | 5  | 8  | Hatchet                  | 2  | 2  |
| Bagh Nakh      | 10       | 1  | Lance, Light             | 5  | 5  | Knife                    | 4  | 1  |
| Bardiche       | 7        | 10 | Mace, Heavy              | 7  | 5  | Spear, Hunting           | 2  | 4  |
| Battlaxe       | 7        | 5  | Mace, Light              | 7  | 3  | Spear, War               | 3  | 4  |
| Bill           | 7        | 10 | Pike                     | 5  | 8  |                          |    |    |
| Broadsword     | 10       | 5  | Peshkabz                 | 12 | 1  | <b>Akbitanan Weapons</b> |    |    |
| Club           | 5        | 4  | Pollaxe                  | 7  | 10 | Broadsword               | 15 | 10 |
| Club, War      | 5        | 10 | Poniard                  | 10 | 2  | Dagger                   | 15 | 2  |
| Cutlass        | 8        | 5  | Sabre                    | 10 | 8  | Greatsword               | 15 | 20 |
| Dagger         | 10       | 1  | Scimitar                 | 10 | 5  | Poniard                  | 15 | 6  |
| Gadar          | 5        | 10 | Spear, Hunting           | 5  | 4  | Sabre                    | 15 | 16 |
| Gauntlet       | 10       | 1  | Spear, War               | 7  | 4  | Scimitar                 | 15 | 10 |
| Greatsword     | 10       | 10 | Stiletto                 | 8  | 1  | Stiletto                 | 12 | 2  |
| Hatchet        | 5        | 2  | Sword, Arming            | 10 | 4  | Sword, Arming            | 15 | 8  |
| Katar          | 10       | 1  | Sword, Short             | 10 | 3  | Sword, War               | 15 | 16 |
| Khandar        | 12       | 5  | Sword, War               | 10 | 8  | Tulwar                   | 15 | 20 |
| Knife          | 5        | 2  | Talwar                   | 10 | 10 |                          |    |    |
| Knife, Ghanata | 8        | 3  | Tulwar                   | 10 | 10 | <b>Shields</b>           |    |    |
| Knife, Yuteshi | 8        | 1  | Warhammer                | 7  | 4  | Buckler                  | 10 | 4  |
| Knife, Zhaibar | 8        | 6  | Whip                     | 2  | 2  | Shield, Large            | 6  | 10 |
| Kora           | 10       | 3  |                          |    |    | Targe                    | 6  | 6  |
| Kukri          | 10       | 1  | <b>Primitive Weapons</b> |    |    |                          |    |    |
|                |          |    | Club                     | 2  | 4  |                          |    |    |

# SKILL USE SUMMARY

## SKILL SYNERGIES

|                   |   |
|-------------------|---|
| <i>Skill</i>      | <i>Gives Synergy Bonus to</i>   |
| Bluff             | Diplomacy, Intimidate, Sleight of Hand, Disguise (acting in character). |
| Craft             | Appropriate Appraise  |
| Craft (herbalism) | Heal  |
| Decipher Script   | Knowledge (arcane)  |
| Escape Artist     | Use Rope (binding foes)   |
| Handle Animal     | Ride  |
| Jump              | Tumble  |
| Know. (architect) | Search (find secret doors or compartments)                              |
| Knowledge (local) | Gather Information  |
| Know. (nature)    | Survival (natural above-ground)   |
| Know. (nobility)  | Diplomacy   |
| Know. (dungeon.)  | Survival (underground)  |
| Know. (warfare)   | Initiative  |
| Search            | Survival (follow tracks)  |
| Survival          | Knowledge (nature)  |
| Tumble            | Balance, Jump, +1 to Dodge DV when fighting defensively                 |
| Use Rope          | Escape Artist (escape rope), Climb with rope                            |

## SKILLS

**Appraise** *Int*  
Common: DC 12  
2d6+3 x 10% on fail

Rare/Exotic: DC 15+  
Fail gives no estimate

|                 |                       |
|-----------------|-----------------------|
| <i>Tool</i>     | <i>Check Modifier</i> |
| Magnifying Glas | +2 Fine Detail        |
| Scale           | +2 by Weight          |

**Untrained**  
Common fail gives no estimate  
Rare success gives 2d6+3 x 10%

**Balance** *Dex, Armour*  
Success allows move at half speed.  
Fail by 1-4 means no move.  
Fail by 5+ mean fall.  
Take -5 to move at full speed or charge.  
One check required per move action.

While balancing, check required to add strength to parry on narrow surface, or when taking damage. With 5 ranks in Balance, strength may be added to parry without check.

|                         |           |
|-------------------------|-----------|
| <i>Width/Condition</i>  | <i>DC</i> |
| Uneven flagstone        | 10*       |
| Sloped or angled floor  | 10*       |
| Hewn stone floor        | 19*       |
| 7-12 inches wide        | 10†       |
| 2-6 inches wide         | 15†       |
| Less than 2 inches wide | 20†       |

\*Check only required when running or charging. In this case, fail by 1-4 still allows normal movement.  
†Add Narrow Surface Modifiers

|                       |               |
|-----------------------|---------------|
| <i>Narrow Surface</i> | <i>DC Mod</i> |
| Lightly obstructed    | +2            |
| Severely obstructed   | +5            |
| Lightly slippery      | +2            |
| Severely slippery     | +5            |
| Light slope or angle  | +2            |
| Severe slope or angle | +5            |

## Bluff

*Cha*  
*Special Uses*  
Feint (see combat sheet)  
Create a diversion to hide vs Sense Motive  
Deliver simple message DC 15  
Deliver complex message DC20

*Circumstance* *Opp. Sense Mot.*  
Target wants to believe you -5  
Believable/Small affect 0  
A bit hard to believe/Causes some risk +5  
Hard to believe/Causes significant risk +10  
Crazy +20

**Climb** *Str, Armour*  
Success allows climb at quarter speed.  
Fail by 1-4 means no move.  
Fail by 5+ means fall.  
Take -5 to move at half speed.

May not dodge or use shield during climb. May parry while stationary.

|                                     |           |
|-------------------------------------|-----------|
| <i>Surface</i>                      | <i>DC</i> |
| Knotted rope and wall/Steep surface | 0         |
| Knotted rope/Rope and wall          | 5         |
| Very rough wall/Rigging             | 10        |
| Rough wall/Rope/Tree/Ledge          | 15        |
| Slightly rough wall                 | 20        |
| Natural rock wall/Brick wall        | 25        |
| Overhang/Handholds only             | 30        |

|                                   |                    |
|-----------------------------------|--------------------|
| <i>Cumulative Modifiers to DC</i> | <i>DC Modifier</i> |
| Brace against opposite walls      | -10                |
| Brace against adjacent walls      | -5                 |
| Slippery                          | +5                 |
| Climber's Kit                     | -2                 |

Pitons can be emplaced at one minute each, one required per 3 feet. Climb DC 15.

|                          |                |
|--------------------------|----------------|
| Catch self while falling | Wall's DC +20  |
| Catch self on slope      | Slope's DC +10 |
| Catch another            | Wall's DC +10* |

\*Must succeed at touch attack first. Fail by 5+ and fall. If cathee exceeds max load, fall if caught.

|                                 |                 |
|---------------------------------|-----------------|
| <b>Concentration</b> <i>Con</i> |                 |
| <i>Event</i>                    | <i>DC*</i>      |
| Defensive Casting               | 15 + PP         |
| Damaged                         | 10 + damage     |
| Continuous damage               | 10 + ½ damage   |
| Distract by spell               | Spell's save DC |
| Moving mount/rough seas         | 10              |
| Galloping/Rapids/Storm at sea   | 15              |
| Earthquake                      | 20              |
| Entangled                       | 15              |
| Grappled or pinned              | 20              |
| High wind                       | 5               |
| Hail/Dust storm                 | 10              |
| Magical weather                 | Spell's save DC |

\*When casting while distracted, add PP.

**Decipher Script** *Int, Trained Only*  
DC 20+  
On failure, Wis DC 5 to avoid drawing incorrect conclusions.

## Diplomacy

*Cha*  
Base DC is equal to 15 + target level + Wis modifier.

|                         |                    |
|-------------------------|--------------------|
| <i>Relationship</i>     | <i>DC Modifier</i> |
| Intimate                | -10                |
| Friend                  | -7                 |
| Ally                    | -5                 |
| Acquaintance (positive) | -2                 |
| Neutral                 | 0                  |
| Acquaintance (negative) | +2                 |
| Enemy                   | +5                 |
| Personal Foe            | +7                 |
| Nemesis                 | +10                |

|                       |                    |
|-----------------------|--------------------|
| <i>Risk vs Reward</i> | <i>DC Modifier</i> |
| Fantastic             | -10                |
| Favourable            | -5                 |
| Even                  | 0                  |
| Unfavourable          | +5                 |
| Terrible              | +10                |

If check failed by less than 10, diplomat may try again if the risk vs reward is improved. If failed by less than 5, target may make counter offer.

**Diable Device** *Int, Trained*  
Fail by 5+ results in backfire.

|               |             |           |
|---------------|-------------|-----------|
| <i>Device</i> | <i>Time</i> | <i>DC</i> |
| Simple        | 1 round     | 10        |
| Tricky        | 1d4 rounds  | 15        |
| Difficult     | 2d4 rounds  | 20        |
| Wicked        | 2d4 rounds  | 25        |

+5 DC to hide tampering.

|                            |                       |
|----------------------------|-----------------------|
| <b>Disguise</b> <i>Cha</i> |                       |
| <i>Disguise</i>            | <i>Check Modifier</i> |
| Minor details only         | +5                    |
| Change gender              | -2                    |
| Change race                | -2                    |
| Change age (per category)  | -2                    |

|                                     |                       |
|-------------------------------------|-----------------------|
| <i>Familiarity Mods for Spotter</i> | <i>Check Modifier</i> |
| Recognises on sight                 | +4                    |
| Friend or associate                 | +6                    |
| Close friend                        | +8                    |
| Intimate                            | +10                   |

1d3 x 10 minutes to apply a disguise.

|   |                     |
|---|---------------------|
| <b>Escape Artist</b> <i>Dex, Armour</i> |                     |
| <i>Restraint</i>                        | <i>DC</i>           |
| Ropes                                   | Use Rope result +10 |
| Net                                     | 20                  |
| Manacles                                | 30                  |
| Tight space                             | 30                  |
| Masterwork manacles                     | 35                  |
| Grapple                                 | Grapple defence     |

|                                      |           |
|--------------------------------------|-----------|
| <b>Gather Information</b> <i>Cha</i> |           |
| 1d4+1 hours.                         |           |
| <i>Item</i>                          | <i>DC</i> |
| General news and gossip              | 10        |
| Specific information                 | 15+       |

**Handle Animal** *Cha, Trained*  
Get animal to perform known trick is DC 10. If wounded in any way, DC 12.

Get animal to perform unknown trick, forced march or hustle for an extended duration is DC 25.

Other uses p89.

**Heal Wis**

First Aid, Long Term Care (double heal rate) and Short Term Care are DC 15. First Aid may substitute for save checks versus poison and disease.

**Hide Dex, Armour**

| Speed/Action                   | Check Modifier |
|--------------------------------|----------------|
| ½ or less                      | 0              |
| Up to full speed               | -5             |
| Run or charge                  | -20            |
| Just took Ranged Attack action | -10            |
| Stationary invisible           | +40            |
| Moving invisible               | +20            |

**Intimidate Cha, Str or Int**

Opposed to 1d20 + level + Wis mod. Success intimidates for 1d6 x 10 min. +/-4 per size difference.

**Jump Str, Armour**

| Speed | Check Modifier       |
|-------|----------------------|
| >30'  | +4 per 10' over 30'  |
| <30'  | -6 per 10' under 30' |

Untrained: land prone unless check succeeds by 5+.

20' straight line running start or double DC.

Long jump DC = Distance jumped  
High jump DC = Distance x4

Mounting a waist-high surface is DC 10 and uses 10' of normal movement.

DC 15 to reduce falling damage from a controlled jump by 1d6.

Medium creatures have 8' vertical reach.

**Knowledge Int, Trained**

| Difficulty         | DC      |
|--------------------|---------|
| Easy Question      | 10      |
| Basic Question     | 15      |
| Tough Question     | 20 – 30 |
| Monster abilities* | 10 + HD |

\*1 piece of information, +1 piece per 5 points over DC.

**Listen Wis**

Opposed by move silently, or:

| Sound                            | DC  |
|----------------------------------|-----|
| Battle                           | -10 |
| People Talking                   | 0*  |
| Medium armour walking cautiously | 5   |
| Unarmoured walking cautiously    | 10  |
| 1* Level Thief moving silently   | 15  |
| Whispering*                      | 15  |
| Stalking cat                     | 19  |
| Owl gliding                      | 30  |

\*Beat by 10 to make out what is being said

| Condition           | DC Mod |
|---------------------|--------|
| Through door        | +5     |
| Through stone wall  | +15    |
| Per 10' of distance | +1     |
| Listener distracted | +5     |

Listen at -10 to wake up from sleep.

**Move Silently Dex, Armour**

Opposed by Listen

| Circumstance                                 | Check Modifier |
|--|----------------|
| Up to one half speed                         | +0             |
| Up to full speed                             | -5             |
| Running/Charging                             | -20            |
| Noisy terrain (scree, bog, undergrowth)      | -2             |
| Very noisy terrain (snow, dense undergrowth) | -5             |

**Open Lock Dex, Trained**

Full round action

| Lock        | DC |
|-------------|----|
| Very simple | 20 |
| Average     | 25 |
| Good        | 30 |
| Amazing     | 40 |

**Tools Check Modifier**

|            |    |
|------------|----|
| None       | -2 |
| Standard   | +0 |
| Masterwork | +2 |

**Perform Cha**

| Check Result | Standard              |
|--------------|-----------------------|
| 10           | Routine, 1d4 sq       |
| 15           | Enjoyable 2d6 sq      |
| 20           | Great, 1d8 sp         |
| 25           | Memorable, 3d6 sp     |
| 30           | Extraordinary, 6d6 sp |

When trying to gain a better result with the same audience or in the same area, the DC required for higher results than that previously achieved increases by +2 per previous attempt.

**Ride Dex**

| Task                                    | DC |
|---|----|
| Guide with knees                        | 5  |
| Stay in saddle                          | 5  |
| Fight with warhorse                     | 10 |
| Cover                                   | 15 |
| Soft Fall                               | 15 |
| Leap                                    | 15 |
| Spur Mount*                             | 15 |
| Control untrained mount in battle       | 20 |
| Fast mount or dismount (armour penalty) | 20 |

\*+10' movement, one point of damage to mount; damage doubles each consecutive round.

| Circumstance              | Check Modifier           |
|---------------------------|--------------------------|
| Mount unsuited for riding | -5                       |
| Bareback                  | -5                       |
| Military Saddle           | +2 (stay in saddle only) |

**Search Int**

| Task                                    | DC  |
|---|-----|
| Find specific item in chest of junk     | 10  |
| Typical secret door or simple trap      | 20  |
| Difficult non-magical trap (thief only) | 21+ |
| Well hidden secret door                 | 30  |
| Footprint                               | *   |

\*Use tracking DCs. Can spot but not follow print.

**Sense Motive Wis**

Opposed to bluff.

| Situation              | DC     |
|------------------------|--------|
| Hunch                  | 20     |
| Sense hypnotism        | 20     |
| Discern secret message | Varies |

**Secret messages**

If the character is the intended recipient of a secret message, the DC to understand it is 15 for simple messages and 20 for complex ones.

If trying to intercept a message, the DC is the opponents Bluff check. The Sense motive check receives a -2 penalty for each piece of information the eavesdropper is missing. Success of 4 or less spots transfer of information, but not details. Failure by 4 or less results in misinterpretation. Failure by 5 or more means the message is not spotted at all, while success of 5+ provides an accurate interpretation.

**Sleight of Hand Dex, Trained, Armour**

Standard action, or -20 free action.

DC +10 on retries while observed

| Task                        | DC  |
|-----------------------------|-----|
| Palm coin/minor legerdemain | 10  |
| Pick Pocket                 | 20* |

\*Opposed by Spot to detect attempt.

Under close observation, opposed by Spot, or Search +4 on frisk. May hide light weapons or similar items on self. +2 to hide dagger-sized.

**Spot Wis**

| Task                 | DC |
|----------------------|----|
| Read lips within 30' | 15 |
| Detect invisible     | 20 |

-1 penalty to read lips per 10'. Fail by -5 or more indicates incorrect details.

**Survival Wis**

| Task  | DC |
|---|----|
| Get along in the wild                         | 10 |
| ½ speed while hunting or foraging*            | 10 |
| +2 Fort vs inclement weather (+4 if static)** | 15 |
| Avoid natural hazards and getting lost        | 15 |
| Predict weather up to 24 hours                | 15 |

\*Provide for one additional person per +2 success.

\*\*Provide for one additional person per +1 success.

| Tracking Terrain | DC |
|------------------|----|
| Very soft ground | 5  |
| Soft ground      | 10 |
| Firm ground      | 15 |
| Hard ground      | 20 |

| Tracking Condition                 | DC Modifier            |
|------------------------------------|------------------------|
| Every 3 creatures in tracked group | -1                     |
| Creature size                      | Creature's DV modifier |
| Every 24 hours old                 | +1                     |
| Every hour of rain                 | +1                     |
| Fresh snow                         | +10                    |
| Overcast or moonless night*        | +6                     |
| Moonlight*                         | +3                     |
| Fog or rain*                       | +3                     |
| Tracked group hides trail          | +5                     |

\*Apply only one

**Swim Str, Double Armour**

Successful check to move at half pace.

Fail by 5+ and go under

DC 20 check once per hour or 1d6 nonlethal damage.

| Condition    | DC |
|--------------|----|
| Calm water   | 10 |
| Rough water  | 15 |
| Stormy water | 20 |

**Tumble** *Dex, Armour*

Reduce effective falling distance by 10' with DC 10 check.

Tumble checks can replace Dodge DV vs attacks of opportunity while moving at half pace.

| <i>Condition</i>                      | <i>Check Modifier</i> |
|---------------------------------------|-----------------------|
| Moving full pace                      | -10                   |
| Tumbling through opponent's square    | -10                   |
| Each additional enemy after the first | -2                    |

A roll of 1 when tumbling through an opponent's square stops movement, as does a final result of less than 15. In either case, the character must use the lower of his Tumble check result and his normal Dodge DV.

**Use Rope** *Dex*

| <i>Task</i>                           | <i>DC</i>                  |
|---------------------------------------|----------------------------|
| Tie firm knot                         | 10                         |
| Secure a grappling hook               | 10*                        |
| Tie special knot                      | 15                         |
| Tie a rope around yourself one-handed | 15                         |
| Splice                                | 15                         |
| Bind                                  | opposed by Escape Artist** |

\*+2 DC per 10', to 50' max. Failure by less than 5 indicates hook will give way after 1d4 rounds.

\*\*Binder gains a +10 bonus

Notes:

Tumble and Diplomacy skill listings do not follow the standard Conan rules. The Tumble skill use information uses a fairly common d20 house rule which prevents automatic Tumble success irrespective of enemy ability, while the Diplomacy system is courtesy of Rich Burlow and can be found in full at <http://www.giantip.com/Func0010.html>.

Some values in the herbs and alchemical items table have been determined by myself, as Free Companies did not provide this information.

Some conditions not mentioned in Conan, but present in the SRD have been added.