

# FAQ

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## CLASSES AND RACES

*Were you originally intending to include Rogue as a PC class? If so, was it to be separate from the Thief, or did the Thief supplant it?*

Thief supplanted it.

*Are Hyrkanian archers really better at longer ranges?*

Yes, as the text says they are better at long range shots than short range shots.

*The text gives a player a +2 bonus to Reputation for having a Code of Honour but the table gives +1. Which is correct?*

The text.

## SKILLS

*The formula on pg 80 states that there is bonus skill points and the example given is  $4 * INT \text{ bonus} = 12$ . These points can be spent on any skill on a 1:1 basis. This is mentioned nowhere else. Am I missing something, or is that how skill points are derived?*

If you read the second paragraph of the skills chapter it should become clearer.

*In essence, in Conan your class-derived skill points are restricted to your class skills. Skill points gained for a high Intelligence can be spent on any skill without penalty (treating all skills as class skills for those points). I know how to calculate SP for the classes but I see a line (pg 80) that calculates bonus skill points.*

Bonus skill points are those gained from a high Intelligence.

*Profession lists the weekly wage earned in gold pieces instead of silver.*

Profession should grant quarters of SP.

*On the chart for class/cross-class skills on pg 85, the following text appears:*

*'Class Skill, and you gain 2 ranks in this skill at 1st level, then 1/2 a rank in this skill each level thereafter, always before spending any of your own skill points.'*

*This pretty significant rule isn't mentioned on pg 38, under 'Class Skills', and doesn't figure into the lengthy example of a 1st level character on pg 80.*

*I remember this rule from the playtest as applying to the 1- or 2-player mode, but is this rule valid here?*

The rule only applies to the single-player campaign variant presented in Signs and Portents #7.

## FEATS

*The text for the feat Wheel of Death has different prerequisite than the table. Which is correct?*

The text is correct.

*What is the two weapon combat proficiency? Is this saying that some classes get the Two Weapon Combat Feat for free?*

Yes.

*Power attack is the 3.5 version. Two-handed weapons do 2 points of damage for every one you subtract from BAB. Monster slayer says that when using power attack and are attacking large creatures, add 2 points of damage for every one point you subtract from BAB, damage cannot exceed your BAB. What if you are using a two handed sword and have power attack and monster slayer. If you have a BAB of 10 does this mean you can only drop it by 5 and do an extra 20 points of damage. (10 points from power attack, and 10 points from monster slayer), or does this mean you can drop BAB 10 points and do an extra 30 points of damage (20 from power attack, and 10 from monster slayer).*

When using Monster slayer and Power attack with a one-handed weapon, you gain a 2-for-1 ratio. When using both feats with a two-handed sword, your second example would be correct, however, your damage bonus cannot exceed your total BAB.

## COMBAT AND EQUIPMENT

*In what forms can the War Sword be finessed?*

*Mounted, 1 handed - Martial, Finesse.*

*Mounted, 2 handed - Exotic.*

*On Foot, 1 handed - Exotic.*

*On Foot, 2 handed - Martial, Finesse.*

There are two ghanata knives depicted, one on pg 137 and the other on pg 138. The first (and more ornate of the two) is obviously mislabeled. Which weapon is it? The zhaibar knife?

Yes.

The chart on pg 134 lists unarmed damage as 1d4. Under combat on pg 166 it is 1d3.

1d4 is the correct amount.

OK, I noticed in the Combat Chapter, Movement Section (pg 174) there is mention of Barbarians having +10 ft. movement when wearing no armour, yet under the Barbarian section there's no mention of this at all. What's correct? I hope that Barbarians don't get the extra movement -- they're quite nasty as it is already and if you want a fast Barbarian then there's a feat for that!

They don't have the +10 ft. and if they want it they can take the feat for it.

Where is the Spiked Chain?

The weapons included are those that feature in Conan stories - Spiked Chain's deliberately not there. You might also note that weapons statistics differ from 'classic' d20 fantasy.

I've found a problem with 'Devastating Sweep'. The manoeuvre has Whirlwind Attack as a prerequisite, but the book does not include Whirlwind Attack. Is the prerequisite in error, or was Whirlwind Attack left out of the book in error?

Whirlwind Attack dropped off one of the pages, it is detailed below:

## WHIRLWIND ATTACK

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, base attack bonus +4.

**Benefit:** When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

**Special:** A soldier may select Whirlwind Attack as one of his fighter bonus feats.

*The Intricate Swordplay feat on pg 120 lists 'Rapier' under prerequisites, but the benefit section then only mentions arming swords and broad swords.*

*Rapiers didn't make it onto the equipment tables, so should this reference simply be ignored - or should rapiers be added to both the benefit section*

*of this feat, and to the weapon tables? If so, what would the stats be? Also, if included, what would the implications be for Zingarans? Is the rapier even canonical - I can't recall?*

Rapiers were removed late in the production, they might be added in a future supplement, for now only the arming sword and broad sword offer the advantage of the feat.

*I'm baffled by the Parry Roll reference as well (Hooking Parry & Sundering Parry pg 186-7) and would like some clarification.*

'Parry Roll' was an old reference - see below.

*Could somebody clarify Dodge/Parry modifiers? I had read that Parry would be fully used if one had an open square behind the character to 'go with the blow' this does not seem to be the case. It also states that if you Dodge with out an open or friendly 5-ft. square you receive only a -2 to your DV (pg 160), this doesn't seem right. And furthermore, another example (pg 187) cites a -4 circumstance penalty since Lyle has no room to manoeuvre while he is dodging. So is the example on pg 187 correct or the text on pg 160 correct?*

'Parry Roll' was an old reference - parry is static (if you wanted to include the roll, then you can allow players to make a 1d20 roll for parrying or dodging instead of acting on the base 10, all other modifiers apply.

**Dodging** without an open space nearby to facilitate movement from blows imposes a -2 penalty, the example is wrong.

*Under the rules for cover it mentions judging it by line of effect, which is never covered anywhere in the book that I've found so far.*

In essence, it means the GM should make a judgement call on the amount of cover someone gains depending on where the attacker is in relation to them and their cover.

*Pg 161; at top of page 'saving throw modifier' is defined as 'Base save bonus + ability modifier', at bottom of page Initiative check includes 'Reflex save modifier' and 'Dexterity modifier' Is Dexterity meant to be included in initiative twice?*

Yes.

## SORCERY

*Does the Defensive Blast affect every creature in 10 foot radius around the sorcerer invoking it? Is the sorcerer affected by his own blast? The wording is not clear.*

'Any creature within 10 feet of the sorcerer'. So, yes it affects every creature within 10 feet of the sorcerer, no it does not affect the sorcerer invoking the power.

*Spellcraft is mentioned in the Knowledge (Arcana) skill's synergy bonus section, but not listed as a skill choice.*

Spellcraft was removed, no synergy bonus for Knowledge (Arcana).

*Perform (Ritual) is listed as a background skill for Stygians, yet there is no such subskill listed or explained under the Perform skill. Of what value is Perform (Ritual)? It does not appear as a prerequisite to any spell. What should replace it for Stygians if it is worthless and an error?*

One of the main uses of Perform (ritual) is detailed on pg 190, under Power Rituals, in which at least 20% of the performers of the ritual must possess the Perform (ritual) skill, as opposed to one of the more general variants of the general Perform skill. This presumes there is a small core group of the ritual participants performing the magic ritual, while the other performers are providing their 'psychic energies' by singing, dancing, chanting, or what have you.

*The Prestidigitation sorcery style's first spell, Conjuring, has a prerequisite of Sleight of Hand 4 ranks, yet this skill is not on the Scholar list. The book says The Black Ring of Stygia teaches this sorcery style and spell at 2nd level to their acolytes, but unless these acolytes already have several levels in thief (doubtful, since they recruit from their land's noble class, not the bottom of the social ladder), or unless the acolytes magically have known they should be dumping skill points on a cross-class skill they probably have no other use for, they could not possibly meet the prerequisites to learn this spell, which must be learned before any others in the sorcery style. Solution: Add Sleight of Hand to Scholar class skill list or remove Sleight of Hand as a prerequisite.*

Prestidigitation is correct. Those who wish to take Conjuring have to take cross-class skills in sleight of hand. Given the acolytes are being trained then they'd know to practice their fingerwork.

## RELIGION

*The benefits/requirements section of the Hyrkanian/Turanian religion entry is completely missing from the book!*

**Requirements of Worship:** Pay a tithe worth 1 sp/level/month.

**Benefits of Worship:** Atonement, Faith.

**Requirements for Ordained Priesthood:** Knowledge (religion) 6 ranks.

**Benefits of Ordained Priesthood:** Standard plus as follows: sorcery teaching available (Divinations and Nature magic only).

**Typical Punishments for Disloyal Priests:** Cast out of the temple.

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## BESTIARY

*I could not find a reference to the meaning of the vampire's type (undead.) Creature types in general don't seem to be discussed. Should I reference the 3.5 SRD?*

Types aren't really important in Conan, beyond demons in some cases and abominations (Scrolls of Skelos). They were left in to make it easier for those wanting to convert other creatures but they're not required as they are in standard d20.

*I noticed that the statistics for the Man-Ape in Preview 2 was missing a Challenge Rating value. Was this a misprint? If it was intentional, how is experience calculated in the Conan game?*

No it's not a misprint; creatures in Conan aren't given CRs. Experience is calculated on a story-driven basis, rather than a 'per creature killed' formula.

## EQUIPMENT

*Why are swords so expensive?*

Swords are deliberately more expensive - it costs more to forge a sword than to make an axe head.

*Where is the Conan character sheet?*

We have three sets of Stats for Conan.

Conan the thief (early) - in 'Road of Kings'.

Conan the Reaver (from his time as Amra the Lion) - in 'Pirate Isles'.

King Conan (Hour of the Dragon) - in 'Road of Kings' and the PDF from our downloads page.

Between the supplements, Signs and Portents and the website, nearly all the principal characters from the original stories will be depicted - either as they are at the default setting of the game (While Conan is King), or at the time of their appearance (in many cases shortly before their deaths).

## GAMEMASTERING

*How do you calculate a challenge level for a given scenario?*

Experience is awarded by the GM on a sessional and accomplishment basis. In essence, unlike D&D the reward mechanism is more narrative driven.

As for calculating the challenge level, it's made more flexible for GMs than in standard d20.