Character		Race		Player		
				/		CONAN
Class		Level		Experience		Penalty

Gender	Age	Size	Height	Weight	Skin	Hair	Eyes	Handedness

Allegiance/Honour

Allies/Enemies

ABILITY SCORES

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

SAVING THROWS

		TOTAL		BASE SAVE		ABILITY MOD		MAGIC MOD		MISC MOD		TEMP MOD
FORT	(CON)		=		+		+		+		+	
REF	(DEX)		=		+		+		+		+	
WILL	(WIS)		=		+		+		+		+	

SAVING THROW MODIFIERS

HIT POINTS /

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

LOAD

SPEED

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

PARRY VALUE		= 10 +		+		+		+	
			PARRY DODGE		STR DEX		SIZE MOD		MISC MOD
DODGE VALUE		= 10 +		+		+		+	

ARMOUR CHECK PEN	VS. TOUCH ATTACKS	ARCANE SPELL FAIL	FLAT-FOOTED

ARMOUR AND PROTECTION

	TYPE	DAMAGE REDUC.	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS.

PROFICIENT WITH ☐ LIGHT ARMOUR ☐ MEDIUM ARMOUR ☐ HEAVY ARMOUR ☐
SHIELDS

INITIATIVE		=		+	
			DEX MOD		MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

BASE ATTACK BONUS

ATTACK BONUS MODIFIERS

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

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	ARMOUR PIERCING	RANGE	HARD	HP	TYPE	SIZE	WGT LBS	FINESSE Y/N	NOTES, SPECIAL QUALITIES

WEAPON PROFICIENCIES ☐ ALL SIMPLE ☐ ALL MARTIAL

COMBAT MANOEUVRES

☐ Bull's Charge	Str 13+, Power Attack	☐ Fling Aside	Str 15+, Improved Grapple, Improved Trip
☐ Cat's Parry	Parry Bonus 6+	☐ Hooking Parry	Parry Bonus 6+, Dex 13+
☐ Decapitating Slash	BAB 10+, Int 11+	☐ Human Shield	Str 13+ Improved Grapple
☐ Desperate Stab	Improved Initiative, BAB 15+	☐ Leaping Charge	BAB 15+, Jump skill
☐ Devastating Sweep	Whirlwind Attack	☐ Pantherish Twist	Improved Uncanny Dodge

SKILLS

Skill	SKILL MOD		RANKS		ABI MOD		MISC MOD	KEY ABILITY	CROSS CLASS
Appraise ■		=		+		+		INT	☐
Balance ■†		=		+		+		DEX	☐
Bluff ■		=		+		+		CHA	☐
Climb ■†		=		+		+		STR	☐
Concentration ■		=		+		+		CON	☐
Craft ■ (alchemy)		=		+		+		INT	☐
Craft ■ (herbalism)		=		+		+		INT	☐
Craft ■		=		+		+		INT	☐
Decipher Script		=		+		+		INT	☐
Diplomacy ■		=		+		+		CHA	☐
Disable Device		=		+		+		INT	☐
Disguise ■		=		+		+		CHA	☐
Escape Artist ■†		=		+		+		DEX	☐
Forgery ■		=		+		+		INT	☐
Gather Information ■		=		+		+		CHA	☐
Handle Animal		=		+		+		CHA	☐
Heal ■		=		+		+		WIS	☐
Hide ■†		=		+		+		DEX	☐
Intimidate ■		=		+		+		CHA	☐
Jump ■†		=		+		+		STR	☐
Knowledge (arcana)		=		+		+		INT	☐
Knowledge (geography)		=		+		+		INT	☐
Knowledge (local)		=		+		+		INT	☐
Knowledge (nobility)		=		+		+		INT	☐

Skill	SKILL MOD		RANKS		ABI MOD		MISC MOD	KEY ABILITY	CROSS CLASS
Knowledge (religion)		=		+		+		INT	☐
Knowledge		=		+		+		INT	☐
Knowledge		=		+		+		INT	☐
Listen ■		=		+		+		WIS	☐
Move Silently ■†		=		+		+		DEX	☐
Open Lock		=		+		+		DEX	☐
Perform ■		=		+		+		CHA	☐
Profession		=		+		+		WIS	☐
Profession		=		+		+		WIS	☐
Ride ■		=		+		+		DEX	☐
Search ■		=		+		+		INT	☐
Sense Motive ■		=		+		+		WIS	☐
Sleight of Hand		=		+		+		DEX	☐
Spot ■		=		+		+		WIS	☐
Survival		=		+		+		WIS	☐
Swim ■		=		+		+		STR	☐
Tumble †		=		+		+		DEX	☐
Use Rope ■		=		+		+		DEX	☐
_____		=		+		+			☐
_____		=		+		+			☐
_____		=		+		+			☐
_____		=		+		+			☐
_____		=		+		+			☐
_____				+		+			☐

FEATS

LANGUAGES

☐ Acheronian	☐ Iranistani	☐ Shemitish
☐ Afghuli	☐ Keshani	☐ South Island
☐ Aquilonian	☐ Khitan	☐ Stygian
☐ Argossean	☐ Kosalan	☐ Talking Drum
☐ Brythunian	☐ Kothic	☐ Tibu
☐ Cimmerian	☐ Kushite	☐ Vendhyan
☐ Corinthian	☐ Nemedian	☐ Yeutshi
☐ Darfarian	☐ Nordheimr	☐ Zamorian
☐ Demonic	☐ Old Stygian	☐ Zembabwean
☐ Ghanatan	☐ Ophirean	☐ Zingaran
☐ Hyperborean	☐ Puntian	
☐ Hyrkanian	☐ Pictish	

EQUIPMENT

	LOCATION	WGT LBS
Copper pieces		
Silver pieces		

SPECIAL ABILITIES

FATE POINTS