

Character \_\_\_\_\_ Race \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_ Experience \_\_\_\_\_ Penalty \_\_\_\_\_  
 Gender \_\_\_\_\_ Age \_\_\_\_\_ Size \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Skin \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_ Handedness \_\_\_\_\_

# CONAN

THE ROLEPLAYING GAME

Allegiance/Honour \_\_\_\_\_

Allies/Enemies \_\_\_\_\_

ABILITY SCORES		SCORE	MOD	TEMP SCORE	TEMP MOD
<b>STR</b>					
<b>DEX</b>					
<b>CON</b>					
<b>INT</b>					
<b>WIS</b>					
<b>CHA</b>					

SAVING THROWS						
	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD
<b>FORT</b> (CON)						
<b>REF</b> (DEX)						
<b>WILL</b> (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			
<b>LOAD</b>	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
	L				
<b>SPEED</b>	M		+3	-3	x4
	H		+1	-6	x3

**PARRY VALUE**  = 10 +  +  +  +

**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		TOTAL ATTACK BONUS
<b>MELEE</b> (STR)		
<b>FINESSE</b> (DEX)		
<b>RANGED</b> (DEX)		

BASE ATTACK BONUS					
BASE ATTACK BONUS	ABILITY MOD	SIZE MOD	MISC MOD	TEMP MOD	

ATTACK BONUS MODIFIERS	

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

