GAMES MASTER'S SEREEN

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I HAVE JOURNEYED THROUGH ZAMORA, VENDHYA, STYGIA AND THE HAUNTED JUNGLES OF KHITAI. I HAVE READ THE IRON BOUND BOOKS OF SKELOS, AND CONVERSED WITH UNSEEN CREATURES AND FACELESS SHAPES IN THE DEEPEST AND DARKEST PLACES OF THE WORLD.

I GAINED GLIMPSES OF FORBIDDEN KNOWLEDGE IN THE DEMON-HAUNTED CRYPTS BENEATH THE BLACK TEMPLES OF SET AND HAVE LEARNED THE VERY SECRETS OF LIFE AND HER SISTER, DEATH. FROM DESICCATED CORPSES AND MOULDERING MANUSCRIPTS HAVE I GAINED POWER UNIMAGINED.

CHEN, THESE PAST YEARS HENCE, I HAVE SOUGHT YOU OUT AND, THOUGH SECRETED AS YOU ARE, I STAND BEFORE YOU TO DELIVER IT.

Including a full-colour, poster-size map of the world of Hyboria, this Games Master's Screen is packed with information and tables from *Conan the Roleplaying Game*, all collated into one easy-to-use screen, helping you to preside over your own Conan adventures quickly and efficiently.





NONGOOSE



US \$14.95

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Movement and Distance

		S	peed ——	
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	_	_	_	_
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle				
Run	_	_	_	_
* Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.				

Mounts and Vehicles

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Mount/Vehicle	Per Hour	Per Day	
Mount (carrying load)			
Camel, Pack	3 ½ miles	35 miles	
Camel, Pack (401-1200 lb.) ¹	3 ½ miles	35 miles	
Camel, Racing	5 miles	50 miles	
Camel, Racing (201-600 lb.) ¹	3 ½ miles	35 miles	
Camel, Riding	5 miles	50 miles	
Camel, Riding (301-900 lb.) ¹	3 ½ miles	35 miles	
Light horse or light warhorse	6 miles	48 miles	
Light horse (151–450 lb.) ¹	4 miles	32 miles	
Light warhorse (231–690 lb.) ¹	4 miles	32 miles	
Heavy horse or heavy warhorse	5 miles	40 miles	
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles	
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles	
Cart or wagon	2 miles	16 miles	
Ship			
Carack (rowed)	2 miles	20 miles	
Carack (sailed)	3 miles	72 miles	
Galley, Corsair (rowed)	4 miles	40 miles	
Galley, Corsair (sailed)	2 miles	48 miles	
Galley, Stygian (rowed)	3 miles	30 miles	
Galley, Stygian (sailed)	3 miles	72 miles	
Galley, Trading (rowed)	2 ½ miles	25 miles	
Galley, Trading (sailed)	2 ½ miles	60 miles	
Gondola, Stygian (sailed)	1 ½ miles	36 miles	
Rowboat (rowed)	1 ½ miles	15 miles	
¹ Ouadrupeds, such as horses and ca	amels, can carry heav	ier loads than	

Quadrupeds, such as horses and camels, can carry heavier loads than characters can. See Carrying Capacity (pg. 11) for more information.

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Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Carrying Loads

Load	N D	Check Penalty		— Speed —	
Load	Max Dex	renalty	(30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

Terrain And Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle (may require a skill check)	x2
Poor visibility	x2
Impassable	<u> </u>

Actions In Combat

Standard Action	Attack of	f Opportunity ¹	Full-Round Action	Attack of Opportunity ¹	
Attack (melee)	No		Light a torch with flint and tinder	Yes	
Attack (ranged)	Yes		Load a crossbow	Yes	
Attack (unarmed)	Yes		Prepare to throw splash weapon	Yes	
Aid another	Maybe ²		Run	Yes	
Bull rush	Yes		Use skill that takes 1 round	Usually	
Cast a spell (1 standard action casting time)	Yes		Use touch spell on up to six friends	Yes	
Concentrate to maintain an active spell	No		Withdraw ⁵	Maybe	
Dismiss a spell	No		Free Action	Attack of Opportunity	
Draw a hidden weapon	No		Cease concentration on a spell	No	
(see Sleight of Hand skill)			Drop an item	No	
Escape a grapple	No		Drop to the floor	No	
Feint	No		Prepare spell components to cast a spell ⁶	No	
Light a torch from a burning taper	Yes		Speak	No	
Make a dying friend stable (see Heal skill)	Yes		No Action	Attack of Opportunity	
Overrun	No		Delay	No	
Ready (triggers a standard action)	No		5-foot step	Maybe ⁷	
Sunder a weapon (attack)	Yes		Action Type Varies	Attack of Opportunity	
Sunder an object (attack)	Maybe ³		Disarm ⁸	Yes	
Total defence	No		Grapple ⁸	Yes	
Use extraordinary ability	No		Trip an opponent ⁸	Yes	
Use skill that takes 1 action	Usually		Use feat ⁹	Varies	
Use supernatural ability	No		Ose reat	vanes	
Move Action		Onnortunity	¹ Regardless of the action, if you move out of a threate		
Move	Attack of Opportunity ¹		provoke an attack of opportunity. This column indicates whether the actio		
		Yes Provide an anticle of opportunity. Yes 2 If you aid someone performing an action that would normal			
Control a frightened mount	No				
Direct or redirect an active spell	No		attack of opportunity, then the act of aiding another provokes an attac		
Draw a weapon ⁴			opportunity as well.	70	
Open or close a door	No		³ If the object is being held, carried or worn h		
Mount a horse or dismount	No		⁴ If you have a base attack bonus of +1 or h		
Move a heavy object	Yes		these actions with a regular move. If you h		
Pick up an item	Yes		feat, you can draw two light or one-handed normally take you to draw one.	weapons in the time it would	
Sheathe a weapon	Yes		⁵ May be taken as a standard action if you ar	a limited to taking only a singl	
Stand up from prone	Yes		action in a round.	e minited to taking only a singi	
Ready or loose a shield ⁴	No		⁶ Unless the component is an extremely large	or awkward item	
Retrieve a stored item	Yes		⁷ A five-foot step provokes an attack of opp		
Full-Round Action		f Opportunity ¹	(or combined with) an action that would do		
Full attack	No		action with a bow. Otherwise, it does not.		
Charge ⁵	No		⁸ These attack forms substitute for a melee a	attack, not an action. As mele	
Deliver coup de grace	Yes		attacks, they can be used once in an attack		
Escape from a net	Yes		times in a full attack action, or even as an att		
Extinguish flames	No		⁹ The description of a feat defines its effect.		
Defence Modifiers					
Defender is	Melee	Ranged	Squeezing through a space	-4 -4	
Behind cover	+4	+4	Stunned	-2^{1} -2^{1}	
Blinded	-21	-21			
Concealed or invisible	— See Cor	ncealment —	¹ The defender cannot dodge or parry.		
Entangled	+0 ²	+02	² An entangled character takes a –4 penalty t	o Dexterity. Characters who	

Dennia cover		
Blinded	-21	-2 ¹
Concealed or invisible	— See Conce	alment —
Entangled	+02	+0 ²
Flat-footed (such as when surprised)	+01	+01
Grappling (but attacker is not)	+01	+0 ^{1, 3}
Helpless (such as paralysed, sleeping, or bound)	-4^{4}	+04
Kneeling or sitting	-2	+2
Pinned	-44	+04
Prone	_4	+4

are entangled from above, such as by a thrown net, take a –4 penalty to Parry Defence when parrying with weapons larger than daggers; characters who are entangled from below, such as by walking into a web, can still parry at no penalty.

³ Roll randomly to see which grappling combatant you strike. That defender can neither dodge nor parry.

⁴ Treat the defender's Dexterity as 0 (-5 modifier to Defence). Sneak attacks can be made against helpless or pinned defenders.

Ability Modifiers

Score	Modifier	Score	Modifier
1	-5	28-29	+9
2–3	-4	30-31	+10
4–5	-3	32-33	+11
6–7	-2	34-35	+12
8–9	-1	36-37	+13
10-11	0	38-39	+14
12-13	+1	40-41	+15
14–15	+2	42-43	+16
16–17	+3	44-45	+17
18–19	+4	46-47	+18
20-21	+5	4849	+19
22–23	+6	50-51	+20
24–25	+7	52-53	+21
26-27	+8	etc	

Attack Rolls

Melee Attack Roll = 1d20 + Base Attack Bonus + Strength Modifier + Size Modifier

Melee Attack Roll for Finesse Fighters = 1d20 + Base Attack Bonus + Dexterity Modifier + Size Modifier

Ranged Attack Roll = 1d20 + Base Attack Bonus + Dexterity Modifier + Size Modifier + Range Penalty

Magic Attack Roll = 1d20 + Magic Attack Bonus + Charisma Modifier

Common Formulae and Rolls

Defence Value = 10 + Size Modifier + either Pasrry Bonus or Dodge Bonus

Saving Throw = Base Save Bonus (Fortitude, Reflex or Will) + Ability Modifier (Constitution, Dexterity or Wisdom respectively)

Initiative Check = 1d20 + Base Reflex Save Bonus + Dexterity Modifier + any relevant feats or bonuses (Improved Inintiative, etc.)

Skill Check = 1d20 + relevant Skill Modifier (Skill Ranks + Ability Modifier + any relevant penalties or bonuses (Racial, Armour Check, etc.)

Natural Healing & A Flagon of Wine

Characters recover (3 + Constitution modifier + 1 per character level) hit points (minimum 1) per day of rest. Undergoing complete bed rest for an entire day recovers (6 + double Constitution modifier + 2 per character level) hit points (minimum 2).

A character who is disabled (on exactly 0 hp) may be restored to 1 hp by drinking at least a pint of strong wine or other powerful liquor.

Size and Bas Defence of (DCs To Break or Burst Iten	15
Size	Base Defence Modifier	Strength Check to: Break down simple	DC 13
Colossal Gargantuan	-8 -4	door Break down good door	18
Huge Large	-2 -1	Break down strong door Burst rope bonds	23 23
Medium Small Tiny	+0 +1 +2	Bend iron bars Break down barred door	24 25
Diminutive Fine	+4 +8	Burst chain bonds Break down iron door	26 28

Examples of Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)	
Con someone	Bluff (Cha)	Sense Motive (Wis)	
Pretend to be someone else	Disguise (Cha)	Spot (Wis)	
Create a false map	Forgery (Int)	Forgery (Int)	
Hide from someone	Hide (Dex)	Spot (Wis)	
Make a bully back down	Intimidate (Cha)	Special ¹	
Sneak up on someone	Move Silently (Dex)	Listen (Wis)	
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)	
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)	
¹ An Intimidate check is opposed by the target's level check, not by a skill check. See the Intimidate skill description for more information.			

Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)		
Very Easy (0)	Notice something large in plain sight (Spot)		
Easy (5)	Climb a knotted rope (Climb)		
Average (10)	Hear an approaching guard (Listen)		
Tough (15)	Rig a wagon wheel to fall off (Disable Device)		
Challenging (20)	Swim in stormy water (Swim)		
Formidable (25)	Open an average lock (Open Lock)		
Heroic (30)	Leap across a 30-foot chasm (Jump)		
Nearly Impossible (40)	Track a squad of nomads across hard ground after 24 hours of rainfall (Survival)		

Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness

Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

Light Sources And Illumination

22	-8			
23	Object	Bright	Shadowy	Duration
24	Candle	n/a ¹	5 ft.	1 hour
25	Lantern, oil	30 ft.	60 ft.	6 hr./pint
26	Torch	20 ft.	40 ft.	1 hr.
28	¹ A candle does no	ot provide bright	illumination, only sha	dowy illumination.

Scholar's Knowledge is Power Ability

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who do not understand the significance of the knowledge.

Average Reputation Scores

Example	Reputation Score
A young, inexperienced thief	1
A newly recruited guardsman	2
A bookish but well-though-of scholar	3
A priest who has worked among the people of the area	4-5
A person known to be a thief or thug	6-7
An old soldier in local lord's retinue	8-9
A scarred and battle-tested mercenary	10-15
A sorcerer-for-hire	16-25
A person who averted a major disaster	26-35
A gifted assassin	36-55
A priest renowned for his successful and active opposition to the worshippers of Set	56-75
A nomad chieftain at the head of a powerful horde that has plundered several settlements	76-90
An evil wizard who has returned from the dead to topple kingdoms and slay the living	90+

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
The bluff is believable and does not affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Climb Checks

Climb DC Modifier ¹	Example Surface or Activity	
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).	
-5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).	
+5	Surface is slippery (increases DC by 5).	
¹ These modifiers are cumulative; use any that apply.		



Diplomacy Checks

1 /	New Attitude (DC to achieve)				
Initial Attitud	e Hostile	Unfriendly		Friendly	Helpful
Hostile	Less than 20	0 20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent		Less than 1	1	15	30
Friendly			Less than 1	1	20
Helpful	—	_	_	Less than 1	1
Attitude	Means	s Possible Actions			
Hostile	Will take risks 1	risks to hurt you Attack, interfere, berate, flee			
Unfriendly	Wishes you ill	ou ill Mislead, gossip, avoid, insult			
Indifferent	Does not much	ot much care Socially expected interaction			
Friendly	Wishes you well Chat, advise, offer limited help, advocat		advocate		
Helpful	Will take risks to help you Protect, back up, heal, aid				
Concentration Checks					
Concentration DC¹ Distraction		raction			
10 + damage d	lealt Dan	ealt Damaged during the action. ²			
10 + half of continuous	Taki	Taking continuous damage during the action. ³			
Distracting sp save DC					

Save DC	
10	Vigorous motion, such as on a moving mount.
15	Violent motion, such as on a galloping horse.
20	Extraordinarily violent motion, such as an earthquake.
15	Entangled.
20	Grappling or pinned. You can cast only spells without somatic components for which you have any required material component in hand.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell.

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the PP cost of the spell to the indicated DC.

² Such as during the casting of a spell with a casting time of 1 round or more, the execution of an activity that takes more than a single full-round action, damage from an AoO or readied attacks in response to the above conditions.

³ Such as from a puncture wound caused by a sabre-tooth.

⁴ If the spell allows no saving throw, use the save DC it would have if it did allow a save.

Disable Device Checks

Device	Time	Disable Device DC ¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

¹If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Heal Check DCs

Task	DC
First aid	15
Long-term care	15
Short-term care	15
Treat poison	Poison's DC
Treat disease	Disease's DC

Handle Animal Checks

	Task	Handle Animal DC
	Handle an animal	10
	'Push' an animal	25
	Teach an animal a trick	15 or 201
	Train an animal for a	15 or 201
С	general purpose	
	Rear a wild animal	15 + HD of animal

¹See the specific trick or purpose below.

