

UNOFFICIAL CHARACTER SHEET FOR CONAN, THE ROLEPLAYING GAME, 2ND EDITION

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PRINTING INSTRUCTIONS

- This page (1) just shows credits and license of use, so there's no need to print it.
- Pages 2 y 3 are generic for all characters, so they should be printed double sided in the same sheet. They contain all basic information related to statistics and equipment.
- Pages 4 and 5 contains many of the required tables for sorcerer characters, as well as offering enough space for writing known spell summaries. Print both of them double sided in the same sheet if you find the tables to be of use, or if you prefer, print double sided page 5 only as many times as you need.

VERSION 1.1

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<input type="checkbox"/> Acrobatic	-	+2 bonus on Jump and Tumble checks
<input type="checkbox"/> Agile	-	+2 bonus on Balance and Escape Artist checks
<input type="checkbox"/> Akbitanian Smith	Shemite, Craft (weaponsmith) 12 ranks	Create items of Akbitanian quality
<input type="checkbox"/> Alertness	-	+2 bonus to Listen and Spot checks
<input type="checkbox"/> Animal affinity	-	+2 bonus on Handle Animal and Ride checks
<input type="checkbox"/> Armour Proficiency (light)	-	No armour check penalty on attack rolls
<input type="checkbox"/> Armour Proficiency (medium)	-	No armour check penalty on attack rolls
<input type="checkbox"/> Armour Proficiency (heavy)	-	No armour check penalty on attack rolls
<input type="checkbox"/> Athletic	-	+2 bonus on Climb and Swim checks
<input type="checkbox"/> Blind-Fight ^s	-	Reroll miss chance from concealment
<input type="checkbox"/> Brawl ^s	-	Inflict more damage with unarmed attacks, 1D6 + Str mod (lethal or non lethal)
<input type="checkbox"/> Carouser	Con 13, character level 5	Resist drunkenness, get social bonuses while drunk (+2 a Bluff and Gather information after 2 hours)
<input type="checkbox"/> Combat Expertise ^s	Int 13	Reduce attack rolls to add to defence (max. -5 attack for -5 defence)
<input type="checkbox"/> Improved Disarm ^s	-	+4 bonus on disarm attempts; no attack of opportunity
<input type="checkbox"/> Improved Feint ^s	Int 13	Feint as a move action
<input type="checkbox"/> Improved Trip ^s	-	+4 bonus on trip attempts; no attack of opportunity; free attack on tripped foe
<input type="checkbox"/> Whirlwind Attack ^s	Base Attack Bonus +4	Attack everyone within reach
<input type="checkbox"/> Combat Reflexes ^s	-	Make additional attacks of opportunity, even while flat-footed
<input type="checkbox"/> Web of Death	Base Attack Bonus +5	Make attacks of opportunity on people who attack you (when using total defense action)
<input type="checkbox"/> Dabblers	Int 13, Knowledge (arcana) 6 ranks	Knowledge (arcana) once a month to remember spells
<input type="checkbox"/> Deceitful	-	+2 bonus on Disguise and Forgery checks
<input type="checkbox"/> Defensive Martial Arts ^s	Khitan, Vendhyan or Himelian or must have the <i>calm of the adept</i> spell	+4 bonus to fighting defensively and +6 to total defense, +2 to Str and Des checks when doing or being target of trips, overruns and grapples
<input type="checkbox"/> Deft Hands	-	+2 bonus on Sleight of Hand and Use Rope checks
<input type="checkbox"/> Diligent	-	+2 bonus on Appraise and Decipher Script checks
<input type="checkbox"/> Dodge ^s	Dex 13, Base Dodge Bonus +1	+1 bonus to Dodge Defence
<input type="checkbox"/> Archer's Bane ^s	Base Dodge Bonus +6	Improve Dodge Defence against ranged attacks (+1 each range increment, +2 using defense action)
<input type="checkbox"/> Mobility	Dex 13	+4 bonus to Dodge Defence against some attacks of opportunity
<input type="checkbox"/> Endurance ^s	-	+4 bonus on checks or saves to resist nonlethal damage
<input type="checkbox"/> Diehard ^s	-	Fight while dying
<input type="checkbox"/> Exotic Weapon Proficiency [*]	Base Attack Bonus +1	Avoid nonproficiency penalty with one exotic weapon
<input type="checkbox"/> Eyes of the Cat	Spot 1 rank	Gain low-light vision
<input type="checkbox"/> Fighting-Madness	Cimmerian, Himelian, Wazuli, Kushite, Nordheinnr, Pict, Southern Islander, Darfari or Tlazitlan, Con 13,	Fight like a berserker 1/day (+4 Str and Con, +2 Will and -2 Defense for 3 + mod. Con. rounds)
<input type="checkbox"/> Fleet-Footed ^s	-	+10 feet base movement using light armor or any, or +5 using medium or heavy armor
<input type="checkbox"/> Flyby Attack	Fly speed	Attack in the middle of flying move
<input type="checkbox"/> Great Fortitude	-	+2 bonus on Fortitude saves
<input type="checkbox"/> Improved Critical ^{s*}	Weapon Proficiency, Base Attack Bonus +8	Double threat range with one weapon
<input type="checkbox"/> Greater Critical ^{s*}	Base Attack Bonus +16	Triple threat range with one weapon
<input type="checkbox"/> Improved Unarmed Strike ^s	-	Make unarmed attacks without penalty
<input type="checkbox"/> Improved Grapple ^s	Dex 13	Doesn't trigger opportunity attack when starting a grapple, +4 bonus on grapple checks
<input type="checkbox"/> Crushing Grip ^s	Str 17, Base Attack Bonus +8	Inflict ability score damage with a grapple (Str, Dex or Con)
<input type="checkbox"/> Improved Initiative ^s	-	+4 bonus on initiative checks
<input type="checkbox"/> Investigator	-	+2 bonus on Gather Information and Search checks
<input type="checkbox"/> Iron will	-	+2 bonus on Will saves
<input type="checkbox"/> Demon Killer	Must have single-handedly defeated a monster of any kind, not a Southern Islander or Tlazitlan	+2 bonus to Terror saves, immune to Terror from defeated monsters
<input type="checkbox"/> Knowledgeable	Int 13	+2 bonus on all Knowledge checks
<input type="checkbox"/> Leadership	Character level 6	Gain followers
<input type="checkbox"/> Horde	Cha 13, nomad or barbarian level 12	Gain lots of followers (each month, as many as those gained with leadership feat)
<input type="checkbox"/> Light-Footed	Hide 1 rank, Move Silently 1 rank, sneak attack +1d6	+1d6/1d8 sneak attack damage bonus, +1 Dodge Defense, Hide and Silently moving when loading 20 pounds of equipment and no armor
<input type="checkbox"/> Lightning Reflexes	-	+2 bonus on Reflex saves
<input type="checkbox"/> Martial Weapon Proficiency	Ride 1 rank	Avoid nonproficiency penalty with one martial weapon
<input type="checkbox"/> Mounted Combat	-	Negate hits on your mount with a Ride check
<input type="checkbox"/> Mounted Archery ^s	-	Half penalties for firing while mounted
<input type="checkbox"/> Ride-By Attack ^s	-	Move before and after mounted attack
<input type="checkbox"/> Spirited Charge ^s	-	Deal extra damage with a mounted charge: x2 any weapon or x3 using a lance
<input type="checkbox"/> Trample ^s	-	+4 bonus to mounted overrun attacks, enemy can't dodge
<input type="checkbox"/> Multiattack	Three or more natural weapons	Easier to attack with multiple natural weapons, -2 to own secondary attacks using natural weapons
<input type="checkbox"/> Navigation	Int 13, Profession (sailor) 12 ranks	Never get lost at sea
<input type="checkbox"/> Negotiator	-	+2 bonus on Diplomacy and Sense Motive checks
<input type="checkbox"/> Nimble Fingers	-	+2 bonus on Disable Device and Open Lock checks
<input type="checkbox"/> No Honour	Must not have a code of honour (or lost it)	+3 bonus to Will saves, but easy to corrupt
<input type="checkbox"/> Parry ^s	Str 13, Base Parry Bonus +1	+1 bonus to Parry Defence
<input type="checkbox"/> Intricate Swordplay ^s	Weapon Focus, Cha 13	Add Charisma bonus to Parry Defence when using broad or auxiliary sword and medium armor at most
<input type="checkbox"/> Reflexive Parry ^s	Dex 15, Base Parry Bonus +8	Parry even while flat-footed
<input type="checkbox"/> Performer	Cha 13	+2 bonus on all Perform checks
<input type="checkbox"/> Persuasive	-	+2 bonus on Bluff and Intimidate checks
<input type="checkbox"/> Pirate Code Expert	Int 13, pirate level 2	Extensive knowledge of pirate codes, +1 to Charisma skills checks when dealing characters with at least 2 pirate levels
<input type="checkbox"/> Point Blank Shot ^s	-	+1 bonus to attack and damage within 30 feet
<input type="checkbox"/> Far Shot	-	Increase range increments on fired (x1.5) and thrown weapons (x2)
<input type="checkbox"/> Precise Shot ^s	-	No penalties for firing into melee
<input type="checkbox"/> Improved Precise Shot ^s	Dex 19, Base Attack Bonus +11	Ignore cover and concealment less than total
<input type="checkbox"/> Ranged Finesse ^s	-	Make finesse attacks with a ranged weapon, requiring the target to a maximum range of 30 feet at least 1 round
<input type="checkbox"/> Shot On The Run ^s	Dex 13, Base Attack Bonus +4	Move before and after ranged attack if range is less than speed
<input type="checkbox"/> Rapid Shot ^s	Dex 13	One extra ranged attack each round using highest attack bonus, -2 malus to all shots
<input type="checkbox"/> Poison Use	Dex 13, Base Attack Bonus +6	Ignores 5% poisoning chance when using a venom, +1 Fort saving throw against poison
<input type="checkbox"/> Power Attacks ^s	Str 13	You can reduce X to attack rolls to add to X damage, or 2X if using a two-handed weapon or single handed with both hands
<input type="checkbox"/> Cleave ^s	-	Free attack when you slay an enemy (once a round)
<input type="checkbox"/> Great Cleave ^s	-	Cleave an unlimited number of times per round
<input type="checkbox"/> Improved Bull Rush ^s	-	+4 bonus on bull rushes; no attack of opportunity
<input type="checkbox"/> Improved Overrun ^s	-	+4 bonus on overruns; opponent cannot avoid you
<input type="checkbox"/> Improved Sunder ^s	-	+4 bonus on attack rolls against held objects; no attack of opportunity
<input type="checkbox"/> Greater Sunder ^s	Base Attack Bonus +6	Free attack if you destroy an opponent's weapon
<input type="checkbox"/> Monster Slayer ^s	Base Attack Bonus +3	While Power Attacking big creatures, damage increases x2 or x3 using a two-handed weapon or single handed with both hands
<input type="checkbox"/> Priest	Scholar level 4, scholar background: lay priest	+1 bonus to Bluff, Diplomacy, Intimidate and Gather information when dealing other believers from the same faith; he receives 10 pp/level each year but should pass 6 months working in its temple
<input type="checkbox"/> Quick Draw ^s	Base Attack Bonus +1	Draw a weapon as a free action (or movement if it was hidden)
<input type="checkbox"/> Run ^s	-	x5 running speed when using light armor or any, x4 wearing medium or heavy; +4 when Jump or Dodge while running
<input type="checkbox"/> Self-Sufficient	-	+2 bonus on Heal and Survival checks
<input type="checkbox"/> Shield Proficiency	-	No armour check penalty on attack rolls
<input type="checkbox"/> Gunderland Pike-and-Shield Fighting ^s	Gunderman, Base Attack Bonus +1	Use a shield while fighting with a pike and no penalty, but parry bonus is only +3
<input checked="" type="checkbox"/> Simple Weapon Proficiency [*]	-	Avoid nonproficiency penalties when using any simple weapon
<input type="checkbox"/> Skill Focus ^s	-	+3 bonus to checks using a single skill
<input type="checkbox"/> Sleep Mastery	Wis 13, Con 13	Just need 6 sleeping hours, can stay up all night 1 day/week, Listen while sleeping and wake up as free action
<input type="checkbox"/> Sneak Subdual	Sneak attack +1d6, Base Attack Bonus +1	+2 bonus to sleep related saving throws
<input type="checkbox"/> Spawn of Dagoth Hill	Kothian or Zamorian, 1st level only	Deal nonlethal damage with sneak attacks with -4, or half lethal damage and half non-lethal using a bludgeoning weapon
<input type="checkbox"/> Stealthy	-	Become inhuman (acquires <i>Spawn of Dagoth Hill template</i>)
<input type="checkbox"/> Armoured Stealth	Dex 13, Hide 4 ranks, Move Silently 1 rank	+2 bonus to Hide and Move Silently
<input type="checkbox"/> Steely Gaze ^s	Cha 13, Intimidate 8 ranks	Avoid light armour check penalties to Hide and Move silently
<input type="checkbox"/> Menacing Aura ^s	Cha 15, Intimidate 16 ranks	Demoralise opponents as a free action (once a round)
<input type="checkbox"/> Striking Cobra ^s	Dex 15, Cha 13, Bluff 6 ranks, Base Attack Bonus +6	Demoralise any opponent who brings close as a free action (15 feet radius)
<input type="checkbox"/> Stunning Attack ^s	Dex 13, Str 13, Base Attack Bonus +8	If combat has not started, can do a Bluff check against Sense motive so enemies are surprised the first round (by the PC only, not her allies)
<input type="checkbox"/> Superior Armourer	Aquilonian, Kothian, Hyrkanian/Turanian or Zingaran, Craft (armourer) 12 ranks	Stun opponent with attack (unarmed or little shield, lasts for 1 round)
<input type="checkbox"/> Toughness ^s	-	Create superior quality armour, type depends of race
<input type="checkbox"/> Track	-	Gain bonus hit points, +1 each character level or hit dice (max +10)
<input type="checkbox"/> Two-Weapon Combat	-	Follow tracks with the Survival skill
<input type="checkbox"/> Improved Two-Weapon Combat ^s	Ataque Base +6	No penalties if using a light weapon or -4 if both are one handed
<input type="checkbox"/> Two-Weapon Defence ^s	-	Secondary attack with left hand at -5 penalty
<input type="checkbox"/> Weapon Focus ^{s*}	Weapon Proficiency, Base Attack Bonus +1	+2 Parry Defence bonus using light weapon or +3 using one handed weapon next round, can't use highest bonus attack
<input type="checkbox"/> Weapon Specialisation ^{s*}	Soldier level 4	+1 bonus to attack rolls with one weapon
<input type="checkbox"/> Greater Weapon Focus ^{s*}	Soldier level 8	+2 bonus to damage rolls with one weapon (ranged weapon máx. 30 feet)
<input type="checkbox"/> Greater Weapon Specialisation ^{s*}	Soldier level 12	Further +1 bonus to attack rolls with one weapon
<input type="checkbox"/> Zingaran Surprise	Zingaran, Base Attack Bonus +4, sneak attack +3d6	Further +2 bonus to damage rolls with one weapon (ranged weapon máx. 30 feet)
		Uses character level (instead of class) for purposes of determining if he can bypass target's Uncanny Dodge, if the target is distracted then uses level x2

*A character may gain this feat multiple times. Its effects do not stack and instead apply to a new weapon or skill .

S A soldier may select this feat as one of his soldier bonus feats.

SPELL: _____ SCHOOL: _____ PREREQUISITES _____
 PP COST: _____ XP COST: _____ COMPONENTS: V S M _____ F _____
 RANGE: _____ SUBJECT / AREA / EFFECT: _____
 CASTING TIME: _____ DURATION: _____
 SAVING THROW: _____ MAGIC ATTACK ROLL: _____ SKILL CHECK _____

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 RANGE: _____ SUBJECT / AREA / EFFECT: _____
 CASTING TIME: _____ DURATION: _____
 SAVING THROW: _____ MAGIC ATTACK ROLL: _____ SKILL CHECK _____

BONUS TOWARD SOULS

+2 FOR KNOWLEDGE OF ENTRANCE SPELL

+2 FOR KNOWLEDGE OF AN ADVANCED SPELL FROM *HYPNOTISM* SCHOOL

EFFECTS OF CORRUPTION

1-2 NIGHTMARES, DRINKING PROBLEM OR TASTE FOR LOTUS-DERIVED DRUG

3-4 THINKS IT'S BETTER TO WORSHIP DEMONS OR EVIL GODS, DIFFICULT TO KEEP A CODE OF HONOUR

5-6 DOESN'T CARE ABOUT FEELINGS AND OWN CODE OF HONOR. HE CAN ADD HIS CORRUPTION SCORE AS BONUS TO CHARISMA BASED SKILLS CHECKS

7-9 NEXT LEVEL SHOULD GAIN A SCHOLAR LEVEL AND WILL TRY TO MAKE A PACT WITH DEMONIC ENTITIES. GAINS A PHYSICAL SIGN OF CORRUPTION EACH LEVEL FROM 7.

10+ IF STILL HAVEN'T DONE A DEMONIC PACT, HE IS POSSESSED BY A DEMONIC BEING. HE GAINS A MAJOR PHYSICAL SIGN OF CORRUPTION.

RUNAWAY MAGIC

01-10 **MINOR BURNOUT!**
 LOSES 1d4 PP; IF THEY DROP BELOW 0, SORCERER'S HP DROP TO 0 AND LOSES 1d6 WIS.

11-18 **MAJOR BURNOUT!**
 LOSES 2d6 PP; IF THEY DROP BELOW 0, SORCERER'S HP DROP TO 0 AND LOSES 1d8 WIS AND CHAR.

19-24 **MINOR SORCEROUS IMPLOSION!**
 PP DROPS TO 0 AND SUFFERS 10d6 DAMAGE.

25-28 **MAJOR SORCEROUS IMPLOSION!**
 PP DROPS TO 0 AND SUFFERS 15d6 DAMAGE.

29-30 **ROCK THE UNIVERSE!**
 TOTAL DEVASTATION IN 1d6 MILES IN RADIUS, 20d6 DAMAGE TO EVERYONE IN THE AREA.

31+ **FATE WORSE THAN DEATH!**
 AS PREVIOUS, BUT SORCERER IS DAMNED FOR WHOLE ETERNITY.

SACRIFICES AND ENERGY DRAINS

SACRIFICE	HP FOR PP
ANIMAL	16 HP / 1PP
SACRED ANIMAL	8 HP / 1PP
ORDINARY PERSON	8 HP / 1PP
VIRGIN SACRIFICE	4 HP / 1PP
RITUALLY PREPARED VIRGIN SACRIFICE	3 HP / 1PP
PERFECT OFFERING	2 HP / 1PP
RITUAL PERFECT OFFERING	1 HP / 1PP

MORALE BONUS

ENEMIES KILLED IN THE PREVIOUS ROUND	MORALE BONUS (ATTACK AND MAGIC ATTACK THROWS)
1	+1
2-4	+2
5-9	+3
10-19	+4
20-49	+5
50-99	+6
100-199	+7
200-499	+8
500-999	+9
1000+	+10

POWER RITUALS (PP / HOUR)

NUMBER OF CELEBRANTS	AVERAGE CHECK RESULT				
	-10	10 TO 14	15 TO 19	20 TO 24	25+
10 TO 19	0	1	2	3	6
20 TO 49	0	2	4	6	8
50 TO 99	0	3	6	9	12
100+	0	4	8	12	16

