Unofficial character sheet for Conan, the roleplaying game, 2^{ND} edition

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FONTS FreeSerif by Free Software Foundation

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Benegraphic by Tepid Monkey Fonts http://www.tepidmonkey.com/

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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 statictics and equipment.
- Pages 4 and 5 contains many of the requiered tables for sorcerer characters, as well as offering enough space for writing kwown spell summaries. Print both of them double sided in the same sheet if you find the tables to be of use, or if you preffer, print double sided page 5 only as many times as you need.

Version 1.1

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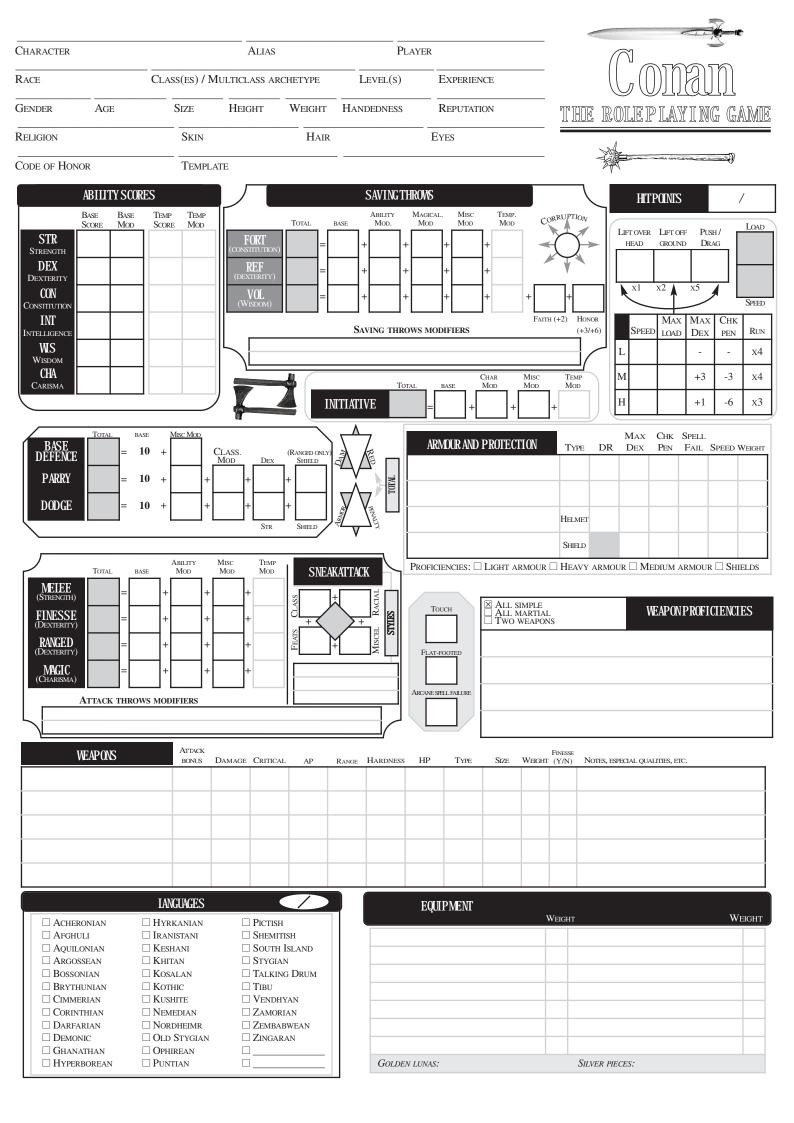
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SKILL POINTS PER LEVEL: + (INT MOD)						⊗ Can be use			BE USED WITH	rank 0			
Max rank: level +3 class, (level +3) /2 cross-class						SNIIS			■ ARMOUR CHECK PENALTY APPLIES				
GROSS- GLASS	KEY ABILTY TOTAL	Stat. Mod	Ranks	Synergies	MISC MOD		CROSS-	KEY ABILTY	TOTAL	Stat. Mod	RANKS	Synergies	Misc Mod
☐ Appraise	INT	_=·	+	+ +			\square Knowledge (nature)	INT		=	+	+ +	
BALANCE	DEX	=·	+	++		(⊛	\square Knowledge (nobility)	INT		=	+	+ +	
□BLUFF	CHA	=·	+	++			\square Knowledge (religion)	INT		.=	+	+ +	
☐ CLIMB	STR	_ =·	+	+ +		(⊗	\square Knowledge (rumors)	INT		=	.+	+ +	
	CON	_ =·	+	+ +			\square Knowledge (warfare)	INT		=	+	+ +	
☐ CRAFT (ALCHEMY)	INT	_ =·	+	++			☐ KNOWLEDGE ()	INT		=	.+	+ +	
☐ CRAFT (HERBALISM)	INT	_ =·	+	+ +			LISTEN	WIS		=	.+	+ +	
□ Craft () INT	=·	+	++			☐ MOVE SILENTLY	DEX		=	+	+ +	
□ Craft () INT	_ =·	+	+ +			\square Open lock	DEX		=	+	+ +	
☐ DECIPHER SCRIPT	INT	_ =·	+	++			☐ Perform ()	CHA		=	.+	+ +	
☐ DIPLOMACY	CAR	=·	+	+ +			☐ Perform ()	CHA		=	+	+ +	
☐ DISABLE DEVICE	DEX	_ =·	+	+ +			□ Profession ()	WIS		=	+	+ +	
☐ DISGUISE	СНА	_ =·	+	+ +			☐ Profession ()	WIS		=	.+	+ +	
☐ ESCAPE ARTIST	DEX	=·	+	++	·=	*	RIDE	DEX		=	.+	+ +	
□ Forgery	INT	_ = ·	+	++			☐ Search	INT		=	+	++	
☐ GATHER INFORMATION	СНА	_ = ·	+	+ +			☐ Sense motive	WIS		=	.+	+ +	
☐ HANDLE ANIMAL	СНА	_ =·	+	+ +			\square Sleight of hand	DEX		=	.+	+ +	·
☐ HEAL	WIS	_ =·	+	+ +			□ Spot	WIS		=	+	++	
☐ HIDE	DEX	_ =·	+	+ +	·=	(⊛	□ Survival	WIS		.=	.+	+ +	
☐ INTIMIDATE	СНА	_=·	+	+ +			□ Swim	STR		=	.+	+ +	■⊛
□ Jump	STR	_=	+	++		⊗	☐ TUMBLE	DEX		=	+	+ +	
☐ KNOWLEDGE (ARCANA)	INT	_=·	+	+ +			☐ USE ROPE	DEX		=	+	+ +	
☐ Knowledge (architecture)	INT	_=·	+	+ +						=	+	+ +	
☐ KNOWLEDGE (DUNGEONS)	INT	=·	+	+ +						=	+	+ +	.
☐ KNOWLEDGE (GEOGRAPHY)	INT		+	+ +						=	+	+ +	
☐ KNOWLEDGE (LOCAL)	INT	·	+	+ +							+	+ +	
SPI	ECIALABILITI	ES						FATE 1	POINTS	S			
						ING.							
						FORESHADOWING							
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							ALLEGIA	NCES, FI	RIENDS	AND FOES	S		
					COMBAT	ľ MAľ	NOEUVRES						
⊠ Aid another □ Aim	Foe engaging i BAB +1		an ally				☐ Kip up ☐ Leaping charge	Jump 5 BAB +6			ranks, Mol	oility	
☐ Bull's charge ☐ Cat's parry	Str 13, Power Base Parry Bo	nus +3					☐ Leave them for dead ☑ Lock weapons	Cleave Attack r			opponent's	Parry Defe	nce
⊠ Charge / Bull rush □ Dance aside	Foe at least 10 Dex 13	feet far away					☐ Masterful disarm ☑ Overrun	Dex 13 Oppone	nt of sar	me or sma	ller size		
☐ Decapitating slash ☑ Delay	BAB +10 Takes no actio Improved Initi	n in the preser	nt round				☐ Pantherish twist ☐ Ranged disarm	Precise :	d uncan Shot, In	nny dodge nproved D	isarm or event oc		
 □ Desperate stab □ Devastating sweep ⋈ Disarm 	Whirlwind Att	ack	.5				\square Riposte	Base Pa	rrv Bon	iain triggei us +4 ig attacked		curs	
☐ Disarm and grabbing weapons ☐ Distracting arrow	In melee comb		and disarn	ning			☐ Shield slam	Base Pa	rry Bon	ns +2	oning weap	on	
⊠ Feint □ Fling aside	In melee comb	oat against a fo red Grapple, In	e nproved T	Ггір			☐ Sundering parry ☑ Throw splash weapon	Improve Splash v	d Sunde veapon a	er, base pa	rry bonus +	1	
☐ Force back ☐ Hooking parry	Power Attack Base Parry Bo	nus +1 Dex 1	•	-			☐ To the hilt ☑ Trip	Power A Using at	ttack unarm	ed attack	or a weapon	that allows	trip attack
☐ Human shield ☐ Improvised attack	Str 13, Improv Str 13, Dex 13	ed Grapple					☐ Use the battlefield	In melee	comba	t against a	toe		
L													

	□ Acrobatic	-	+2 bonus on Jump and Tumble checks
	□ Agile □ Akbitanan Smith	Shemite, Craft (weaponsmith) 12 ranks	+2 bonus on Balance and Escape Artist checks Create items of Akhitanan quality
	□ Alertness □ Animal affinity	-	+2 bonus to Listen and Spot checks +2 bonus on Handle Animal and Ride checks
	-	-	No armour check penalty on attack rolls No armour check penalty on attack rolls
	☐ Armour Proficiency (heavy)	-	No armour check penalty on attack rolls +2 bonus on Climb and Swim checks
	☐ Athletic ☐ Blind-Fight ^S	- -	Reroll miss chance from concealment
	□ Brawl ^s □ Carouser	Con 13, character level 5	Inflict more damage with unarmed attacks, 1D6 + Str mod (lethal or non lethal) Resist drunkenness, get social bonuses while drunk (+2 a Bluff and Gather information after 2 hours) Reduce attack rolls to add to defence (max5 attack for -5 defence)
	☐ Combat Expertise ^S ☐ Improved Disarm ^S	Int 13	Reduce attack rolls to add to defence (max5 attack for -5 defence) +4 bonus on disarm attempts; no attack of opportunity
	☐ Improved Feint ^S ☐ Improved Trip ^S	Int 13	Feint as a move action +4 bonus on trip attempts; no attack of opportunity; free attack on tripped foe
	₩ Whirlwind Attack ^s	Base Attack Bonus +4	Attack everyone within reach
1	-□ Combat Reflexes ^s □ Web of Death	Base Attack Bonus +5	Make additional attacks of opportunity, even while flat-footed Make attacks of opportunity on people who attack you (when using total defense action)
Ш	□ Dabbler □ Deceitful	Int 13, Knowledge (arcana) 6 ranks	Knowledge (arcana) once a month to remember spells +2 bonus on Disguise and Forgery checks +4 bonus to fighting defensively and +6 to total defense, +2 to Str and Des checks when doing or being
Ш	☐ 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
Ш	☐ Deft Hands ☐ Diligent		+2 bonus on Sleight of Hand and Use Rope checks +2 bonus on Appraise and Decipher Script checks
Ш	☐ Dodge ^S ☐ Archer's Bane ^S	Dex 13, Base Dodge Bonus +1 Base Dodge Bonus +6	+1 bonus to Dodge Defence
Н	☐ Mobility	Dex 13	Improve Dodge Defence against ranged attacks (+1 each range increment, +2 using defense action) +4 bonus to Dodge Defence against some attacks of opportunity
Ш	☐ Endurance ^s ☐ Diehard ^s		+4 bonus on checks or saves to resist nonlethal damage Fight while dying
Ш	☐ Exotic Weapon Proficiency* ☐ Eyes of the Cat	Base Attack Bonus +1 Spot 1 rank	Awoid nonproficiency penalty with one exotic weapon Gain low-light vision
Ш	☐ Fighting-Madness	Cimmerian, Himelian, Wazuli, Kushite, Nordheimr, Pict, Southem Islander, Darfari or Tlazitlan, Con 13, 1	Fight like a berserker 1/day (+4 Str and Con, +2 Will and -2 Defense for 3 + mod. Con. rounds)
Ш	☐ Fleet-Footed ^s ☐ Flyby Attack	- Fly speed	+10 feet base movement using light armor or any, or +5 using medium or heavy armor Attack in the middle of flying move
Ш	☐ Great Fortitude ☐ Improved Critical [§]		+2 bonus on Fortitude saves Double threat range with one weapon
Ш	│ □ Greater Critical ^{S*}	Weapon Proficiency, Base Attack Bonus +8 Base Attack Bonus +16	Triple threat range with one weapon
Ш	│	Dex 13	Triple threat range with one weapon Make unarmed attacks without penalty Doesn't trigger oportunity attack when starting a grapple, +4 bonus on grapple checks
Ш	☐ Crushing Grip ^s ☐ Improved Initiative ^s	Str 17, Base Attack Bonus +8	Inflict ability score damage with a grapple (Str, Dex or Con) +4 bonus on initiative checks
Ш	☐ Investigator ☐ Iron will	-	+2 bonus on Gather Information and Search checks +2 bonus on Will saves
Ш	□ Demon Killer	Must have single-handedly defeated a monster of	
Ш	☐ Knowledgeable	any kind, not a to Southern Islander or Tlazitlan Int 13	+2 bonus on all Knowledge checks
Ш	│ □ Leadership □ □ Horde	Character level 6 Cha 13, nomad or barbarian level 12	Gain followers Gain lots of followers (each month, as many as those gained with leadership feat)
Ш	☐ 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
Ш	☐ Lightning Reflexes☐ Martial Weapon Proficiency	_	+2 bonus on Reflex saves
Ш	☐ Mounted Combat	Ride 1 rank	Avoid nonproficiency penalty with one martial weapon Negate hits on your mount with a Ride check Half penalties for firing while mounted
Ш	☐ Mounted Archery ^s ☐ Ride-By Attack ^s	- -	Move before and after mounted attack
Ш	☐ Spirited Charge ^s ☐ Trample ^s	- -	Deal extra damage with a mounted charge: x2 any weapon or x3 using a lance +4 bonus to mounted overrun attacks, enemy can't dodge
Ш	☐ Multiattack ☐ Navigation	Three or more natural weapons Int 13, Profession (sailor) 12 ranks	Easier to attack with multiple natural weapons, -2 to own seconday attacks using natural weapons Never get lost at sea
Ш	☐ Negotiator ☐ Nimble Fingers	-	+2 bonus on Diplomacy and Sense Motive checks +2 bonus on Disable Device and Open Lock checks +3 bonus to Will saves, but easy to corrupt
Ш	□ No Honour	Must not have a code of honour (or lost it) Str 13, Base Parry Bonus +1	+3 bonus to Will saves, but easy to corrupt
1	□ Parry ^s □ Intricate Swordplay ^s	Weapon Focus, Cha 13	+1 bonus to Parry Defence Add Charisma bonus to Parry Defence when using broad or auxiliar sword and medium armor at most
11	- → □ Reflexive Parry ^S □ Performer	Dex 15, Base Parry Bonus +8 Cha 13	Parry even while flat-footed +2 bonus on all Perform checks
1	☐ Persuasive ☐ Pirate Code Expert	Int 13, pirate level 2	+2 bonus on Bluff and Intimidate checks Extensive knowledge of pirate codes, +1 to Charisma skills checks when dealing characters with at least 2 pirate levels
1	□ Point Blank Shot ^S □ Far Shot		+1 bonus to attack and damage within 30 feet Increase range increments on fired (x1.5) and thrown weapons (x2)
1	☐ Precise Shot ^s ☐ Improved Precise Shot ^s	Dex 19, Base Attack Bonus +11	No penalties for firing into melee Ignore cover and concealment less than total
1	\square Ranged Finesse ^S	<u>-</u>	Make finesse attacks with a ranged weapon, reqaiming the target to a maximum range of 30 feet at least 1 round Move before and after ranged attack if range is less than speed
Π	→ □ Shot On The Run ^s □ Rapid Shot ^s	Dex 13, Base Attack Bonus +4 Dex 13	One extra ranged attack each round using highest attack bonus2 malus to all shots
H	☐ Poison Use ☐ Power Attack [§]	Dex 13, Base Attack Bonus +6 Str 13	Ignores 5% poisoning chance when using a venom, +1 Fort saving thow against poison 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
H	☐ Cleave ^s ☐ Great Cleave ^s	-	Free attack when you slay an enemy (once a round) Cleave an unlimited number of times per round
Н	☐ Improved Bull Rush ^S	-	+4 bonus on bull rushes; no attack of opportunity
H	☐ Improved Overrun ^S ☐ Improved Sunder ^S ☐ Creater Sunder ^S	- Paga Attack Doming 16	+4 bonus on overruns; opponent cannot avoid you +4 bonus on attack rolls against held objects; no attack of opportunity
IJ	☐ Greater Sunder ^S ☐ Monster Slayer ^S	Base Attack Bonus +6 Base Attack Bonus +3	Free attack if you destroy an opponent's weapon While Power Attacking big creatures, damage increases x2 or x3 using a two-handed weapon or single handed uwith both hands
Н	□ 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; re receives 10 pp/level each year but should pass 6 months working in its temple
П	□ Quick Draw ^s □ Run ^s	Base Attack Bonus +1	Draw a weapon as a free action (or movement if was hidden) x5 running speed when using light armor o any, x4 wearing medium or heavy; +4 when Jump or Dodge while running
П	☐ Self-Sufficient ☐ Shield Proficiency	-	+2 bonus on Heal and Survival checks No armour check penalty on attack rolls
H	☐ 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 Avoid nonproficiency penalties when using any simple weapon
Н	⊠ Simple Weapon Proficiency* □ Skill Focus*	- 	+3 bonus to checks using a single skill
Н	□ 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 , +2 bonus to sleep related saving throws
Н	│ □ Sneak Subdual │ □ Spawn of Dagoth Hill	Sneak attack +1d6, Base Attack Bonus +1 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 Become inhuman (adquires <i>Spawn of Dagoth Hill template</i>) +2 bonus to Hide and Move Silently
Н	☐ Stealthy ☐ Armoured Stealth	-	+2 bonus to Hide and Move Silently Avoid light armour check penalties to Hide and Move silently
Н	☐ Steely Gaze ^s ☐ Menacing Aura ^s	Dex 13, Hide 4 ranks, Move Silently 1 rank Cha 13, Intimidate 8 ranks Cha 15, Intimidate 16 ranks	Demoralise opponents as a free action (once a round) Demoralise any opponent who brings close as a free action (15 feet radius)
П	□ Striking Cobra ^s	Dex 15, Cha 13, Bluff 6 ranks, Base Attack Bonus +6	If combat has not started, can do a Bluff check againt Sense motive so enemies are surprised the first round (by the PC only, not her allies)
Н	Stunning Attack ^S	Dex 13, Str 13, Base Attack Bonus +8	Stun opponent with attack (unarmed or little shield, lasts for 1 round)
Н	☐ Superior Armourer	Aquilonian, Kothian, Hyrkanian/Turanian or Zingaran, Craft (armourer) 12 ranks	Create superior quality armour, type depends of race
ij	□ Toughness ^s □ Track	· · · · · · · · · · · · · · · ·	Gain bonus hit points, +1 each character level or hit dice (max +10) Follow tracks with the Survival skill
닉	□ Two-Weapon Combat □ Improved Two-Weapon Combat ^s	- Ataque Base +6	No penalties if using a light weapon or -4 if both are one handed Secondary attack with left hand at -5 penalty
	☐ Two-Weapon Defence ^S	- *	secondary attack with ferr financiar-3 perianty +2 Parry Defense bonus using light weapon or +3 using one handed weapon next round, can't use highest bonus attack +1 bonus to attack rolls with one weapon
٠	──□ Weapon Focus ^{s*} □ Weapon Specialisation ^{s*}	Weapon Proficiency, Base Attack Bonus +1 Soldier level 4	+2 bonus to damage rolls with one weapon (ranged weapon máx. 30 feet)
	☐ Weapon Specialisation ^{\$*} ☐ Greater Weapon Focus ^{\$*} ☐ Greater Weapon Specialisation* ^{\$*}	Soldier level 8 Soldier level 12	Further +1 bonus to attack rolls with one weapon Further +2 bonus to damage rolls with one weapon (ranged weapon máx. 30 feet)
	☐ Zingaran Surprise*	Zingaran, Base Attack Bonus +4, sneak attack +3d6	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.

STORY AND BACKGROUND								
	KNOWN SORCE.	DV CTVIES		·	SORCERER IEVEL		DOMEDDOMIC /	
☐ COUNTERSPELLS	□ Hypnotism	11311123	☐ ORIENTAL MAGIC		SURCERENTEVEL		POVERPOINIS /	
☐ CURSES ☐ DIVINATION	☐ NATURE MAGIC ☐ NECROMANCY		☐ PRESTIDIGITATION ☐ SUMMONING				TEMPORALPP +	
							MAYOU AND AVOID FOUNTING	
			NOTES				MAGICALAND AICHIMICALITEMS	
							BANE KNIFE OF KHOSATRAL KHEL CANCELS ANY SPELL CAST BY KHOSATRAL KHEL	
							AT THE COST OF 1 PG O PP, INFLICTS HIM +1D6 DAMAGE AND PARALYSED HIM FOR 2D6 ROUNDS	
							□ CRYSTAL BALL	
		·					+4 TO VISIONS SPELL	
		,					AS PREVIOUS ONE, BUT IT LET YOU SPEAK WITH	
HERBALS			BACKGROUND OR SOCIERY		MINOR PACT / FAMILIAR		OTHER CRYSTAL BALLS (1 PP/MINUTE)	
HERBAL ☐ BLACK LOTUS	Doses		MASTER		MAJOR PACT / MASTER		SILVERY MIRROR +2 TO VISIONS SPELL	
GOLDEN LOTUS GREEN LOTUS		į	APPRENTICES	_	OBSESSED WTH	j	□ SPELLBOOKS	
☐ GREY LOTUS ☐ PURPLE LOTUS		ļ	A I MAINICES			¦	+4 TO KNOWLEDGE (ARCANA) AND 2D4 SPELLS:	
		İ						
		P	HYSICALS SIGNS OF CORRUPTION					
☐ ARMS A LITTLE LONGER, STOOPS ☐ SKIN PASTE AND PALE	SLIGHLTY	1 2 :-	☐ APELIKE GAIT, +10 CLIMB Y: ☐ SKIN GLOWS FAINTLY, -4 HID					
☐ CYSTS FORM ON THE CHARACTER ☐ FINGERNAILSBLACK AND SWELL U		Corru 4	☐ Horns, natural gore attact ☐ Claws, natural unarmed A	CK DE	aling 1d6 + Str damage k dealing 1d6 + Str damage			
☐ TEETH ENLONGATED AND SHARPL ☐ EXCESS WEIGHT		Corruption 2	GREAT FANGS, NATURAL BITE BODY BLOATED AND SWOLLEN	ATTAC N, +1D	CK DEALING 1D6 + STR DAMAGE 6 HP BUT -1 TO ALL DEX BASED CHECKS		STATE OF DEATH	
☐ EXTREMELY THIN ☐ HEAD COVERED IN BRUISES AND I		: : : 7	BARELY A SKIN-COVERED SKE) TWIC	E BIGGER; +2 INT BUT -2 CON		STAFF OF DEATH +1 TO ATTACK ROLL AND DELIVERS TOUCH SPELLS	
☐ FISH-LIKE OR SERPENTINE SCALES ☐ EYES SWOLLEN AND BLOODSHOT		7-9	SKULL CRACKS OPENED, HEAD			1		
L	ON BELLY	10	☐ RED GLOWING EYES, DARKSIV	/ION O	UT TO 30 FEET (OR +30 IF ALREADY HAD)			
☐ Adept* ☐ Hexer	ON BELLY	10	☐ RED GLOWING EYES, DARKSIV	/ION O	UT TO 30 FEET (OR +30 IF ALREADY HAD)	ell/round rses style		
☐ Hexer ☐ Focused Magical Link ☐ Pitual Sacrifica	ON BELLY	10	☐ RED GLOWING EYES, DARKSIV	/ION O	UT TO 30 FEET (OR +30 IF ALREADY HAD)	ell/round rses style dvance 1 sto	ep on sacrifices table	
☐ Hexer ☐ Focused Magical Link ☐ Ritual Sacrifice ☐ Opportunistic Sacrifice ☐ Tortured Sacrifice ☐ Sorcerer's Boon'	ON BELLY	10	☐ RED GLOWING EYES, DARKSIV	/ION O	UT TO 30 FEET (OR +30 IF ALREADY HAD)	ell/round rses style dvance 1 st s ritual sacri 5 minutes, o	ep on sacrifices table fice r 3 steps with 1 hour after torturing a target	
□ Hexer □ Focused Magical Link	ON BELLY	10	☐ RED GLOWING EYES, DARKSIV	/ION O	ut to 30 feet (or +30 if Already Had) alve casting time for one style, max 1 sp bonus to magic attack rolls with the Cu grate magical links to your victims	ell/round rses style dvance 1 st s ritual sacri 5 minutes, o g school on and Constitu		

Spei i .	SCHOOL PREPERINSITE	s	
PP COST:	SCHOOL: PREREQUISITE $XP \cos T$: COMPONENTS: $\Box V \Box S \Box$	M □ F	
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CASTING TIME:	DURATION: DURATION:		THE ROLEPLAYING GAME
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			CHARACTER
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			PLAYER
SPELL:	School: Prerequisite	S	NOTES
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RANGE:	SUBJECT / AREA / EFFECT:		I
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Spell:	School:	Prerequisites		
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RANGE:		Subject / Area / Effect:		
CASTING TIME:		DURATION:		
SAVING THROW:	MA	GIC ATTACK ROLL:	SKILL CHECK _	

POWER RITUALS (PP/HOUR)									
Number of		A	VERAGE CHECK RESUL	Л					
CELEBRANTS	-10	10 то 14	15 то 19	20 то 24	25+				
10 то 19	0	1	2	3	6				
20 то 49	0	2	4	6	8				
50 то 99	0	3	6	9	12				
100+	0	4	8	12	16				

BONUS TO WAR OF SOULS

- \square +2 for kwowdgle of *entrance* spell
- \square +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 workship 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 possesed by a demonic being. He gains a major pyhisical 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 KILED IN THE PREVIOUS ROUND	MORALE BONUS (ATTACK AND MAGIC ATTACK THROWS)							
1	+1							
2-4	+2							
5-9	+3 +4 +5							
10-19								
20-49								
50-99	+6							
100-199	+7							
200-499	+8							
500-999	+9							
1000+	+10							

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SPELL:	School:	Prerequisites Components: \square V \square S \square M				
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SAVING THROW:	Mac	DURATION:	SKILL CHECK			
SPELL:	SCHOOL:	Prerequisites				
PP COST:	XP cost:	Components: \square V \square S \square M _		_ 🗆 F		
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