character name | adventure

race | class(es) & level(s) | deity

size | age | gender | height | weight | eyes | hair | skin

CONAN
THE ROLEPLAYING GAME

Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

Experience Points

Needed for Next Level	Current

	TOTAL		Class Base(s)		Ability Modifier		Misc Modifier		Misc Modifier
Initiative		=	REF		DEX	+		+	
Attacks: Melee		=		+	STR	+		+	
Attacks: Finesse		=		+	DEX	+		+	
Attacks: Ranged		=		+	DEX	+		+	
Defense: Melee Dodge		=		+	DEX	+		+	
Defense: Ranged Dodge		=		+	DEX	+		+	
Defense: Parry		=		+	STR	+		+	
Saves: Fortitude		=		+	CON	+		+	
Saves: Reflex		=		+	DEX	+		+	
Saves: Will		=		+	WIS	+		+	
Magic Attack		=		+	CHA	+		+	

	TOTAL	Hit Die Type(s)	Con Modifier
Hit Points			CON
Dmg Reduction			
Fate Points			
Speed			

Wounds/Current HPs:

Shield Bonus	+	10					
	+	10	+				
	+	10	+				

			Base		Ability Modifier		Misc Modifier
Heal per Day		= 3 +	LVL	+	CON	+	
Reputation		=	LVL	+	CHA	+	

Nature:

Skill Pts/Lvl		=		+	INT	+	

Feats / Special Abilities

Carrying Capacity

Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Push or Drag
			Equals Max Load	2x Max Load	5x Max Load

Encumbrance

	Total Weight	Load	Max Dex Bonus	Check Penalty*	Speed	Run
Gear Worn (clothes, armor, weapons, jewelry, etc.)						
Gear Worn + Gear Packed (move-equivalent action to discard pack)						

Armor/Shield

	Shield Bonus	Dmg Reduction	Max Dex Bonus	Check Penalty*	Sorcery Failure	Weight	Speed	Type
Notes								
Notes								

Sorcery

Base Power Points	
Ability Modifier +	WIS
Misc Modifier +	
TOTAL Power Points =	

Current Power Points:

Max Power Points:	
Corruption:	
Chance of Spell Failure:	%

Weapons

	Total Attack Bonuses	Damage	Critical	Armor Piercing	Range	Hard	Hit Pts	Type	Weight
Notes									
Notes									
Notes									
Notes									
Notes									

Ammunition

Skills

Class	Skill	Skill Modifer	Ability Modifier	Ranks	Misc Modifier
☐	Appraise		= int	+	+
☐	Balance*		= dex	+	+
☐	Bluff		= cha	+	+
☐	Climb*		= str	+	+
☐	Concentration		= con	+	+
☐	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:*		= int	+	+
☐	Listen		= wis	+	+
☐	Move Silently*		= dex	+	+
☐	*Open Lock*		= dex	+	+
☐	Perform		= cha	+	+
☐	*Profession:*		= wis	+	+
☐	Ride:		= dex	+	+
☐	Search		= int	+	+
☐	Sense Motive		= wis	+	+
☐	*Sleight of Hand*		= dex	+	+
☐	Spot		= wis	+	+
☐	Survival		= wis	+	+
☐	Swim**		= str	+	+
☐	*Tumble**		= dex	+	+
☐	Use Rope		= dex	+	+
☐			=	+	+
☐			=	+	+
☐			=	+	+
☐			=	+	+
☐			=	+	+

Italicized skills cannot be used with zero (0) ranks
* Armor/Encumbrance Check Penalty applies ** -1 per 5 lbs of gear

CONAN
THE ROLEPLAYING GAME

character name _____ adventure _____

Gear Worn — Weight

iitems including clothing, weapons, armor, jewelry, magic items, etc. that always count towards encumbrance, but are easily accessible at all times

Armor/Protective Items _____
Weapons at the ready _____

Total Weight: ____

Gear Packed — Weight

iitems carried in some type of pack that are less accessible, but easily discarded prior to combat to reduce encumbrance

Total Weight: ____

Gear Stowed — Weight

iitems carried in a wagon, on a pack animal, or kept in a building where they are least accessible, but do not count against your encumbrance.

Purse

Platinum:
Gold:
Silver:
Copper:
Gems:

Weight:
50 coins weigh 1 pound

Code of Honor

Allegiances

1. _____
2. _____
3. _____

Followers

Type	Hit Die / Level	Hit Points	Size	Max Load	Speed	Initiative	Dodge / Parry	Attacks	Bonus	Damage

STR:____ ( ) DEX:____ ( ) CON:____ ( ) INT:____ ( ) WIS:____ ( ) CHA:____ ( )

Fort: ____ Ref: ____ Will: ____ Skills: _____

Notes

STR:____ ( ) DEX:____ ( ) CON:____ ( ) INT:____ ( ) WIS:____ ( ) CHA:____ ( )

Fort: ____ Ref: ____ Will: ____ Skills: _____

Notes

STR:____ ( ) DEX:____ ( ) CON:____ ( ) INT:____ ( ) WIS:____ ( ) CHA:____ ( )

Fort: ____ Ref: ____ Will: ____ Skills: _____

Notes

Languages

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

Weapon

Total Attack Bonuses	Damage	Critical	Armor Piercing	Range	Hard	Hit Pts	Type	Weight

Notes

Additional Notes