

PRIMARY ATTACKS

BONUS DAMAGE

Ranged Melee Presence

NAME

Range/Reach Grip Size Damage Loads

Qualities

NAME

Range/Reach Grip Size Damage Loads

Qualities

STRESS & HARMS

COURAGE

ARMOR SOAK

HEAD

1-2

R. ARM

3-5

L. ARM

6-8

TORSO

9-14

R. LEG

15-17

L. LEG

18-20

ARMOR QUALITIES

PHYSICAL

Vigor

Wounds

MENTAL

Resolve

Trauma

BELONGINGS

GOLD

UPKEEP

Robert E. Howard's

CONAN

ADVENTURES IN AN AGE UNDREAMED OF

CHARACTER NAME

BACKGROUND

Age & Gender

Homeland

Caste

Trait

Archetype

Nature

Education

War Story

Appearance

Personality

Languages

FORTUNE POINTS

REKNOWN

STANDING

EXPERIENCE

Total

Spent

TALENTS

HOMELAND

Effect

CASTE

Effect

CASTE

Effect

BLOODLINE

Effect

EDUCATION

Effect

NATURE

Effect

ARCHETYPE

Effect

OTHER

Effect

OTHER

Effect

Skill

Skill

Skill

Skill

Skill

Skill

Skill

Skill

Skill

Rank

Rank

Rank

ATTRIBUTES & SKILLS

AGILITY

Skill Exp Foc TN

Acrobatics

Melee

Stealth

AWARENESS

Skill Exp Foc TN

Insight

Observation

Survival

Thievery

BRAWN

Skill Exp Foc TN

Athletics

Resistance

COORDINATION

Skill Exp Foc TN

Parry

Ranged Weapons

Sailing

INTELLIGENCE

Skill Exp Foc TN

Alchemy

Craft

Healing

Linguistics

Lore

Warfare

PERSONALITY

Skill Exp Foc TN

Animal Handling

Command

Counsel

Persuade

Society

WILLPOWER

Skill Exp Foc TN

Discipline

Sorcery

OTHER ATTACKS

NAME					
Range/Reach	Grip	Size	Damage	Loads	
Qualities					

NAME					
Range/Reach	Grip	Size	Damage	Loads	
Qualities					

NAME					
Range/Reach	Grip	Size	Damage	Loads	
Qualities					

NAME					
Range/Reach	Grip	Size	Damage	Loads	
Qualities					

NAME					
Range/Reach	Grip	Size	Damage	Loads	
Qualities					

CREATURES

NAME

Agi	Awa	Brw
Coo	Int	Per
Wil		
Skills & Details		

NAME

Agi	Awa	Brw
Coo	Int	Per
Wil		
Skills & Details		

MORE TALENTS

[illegible]

ADDITIONAL BELONGINGS

[illegible]

SPELLS

NAME

Difficulty

Duration

Cost to Learn/Cast

Effect

NAME

Difficulty

Duration

Cost to Learn/Cast

Effect

NAME

Difficulty

Duration

Cost to Learn/Cast

Effect

NAME

Difficulty

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Duration

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Effect