

Character Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Campaign: \_\_\_\_\_

Race: \_\_\_\_\_ Class: \_\_\_\_\_ Level: \_\_\_\_\_ Gender: \_\_\_\_\_ Size: \_\_\_\_\_ Reputation: \_\_\_\_\_

**RACIAL BONUSES**

**SAVING THROWS**

**ABILITY SCORES**

TOTAL	Base Save	Ability Mod	Misc Mod	Temp Mod
Fort	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Reflex	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Will	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Saving Throw Modifiers				
<input type="text"/>				

	Score	Mod	Temp Score	Temp Mod	1 = -5
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	2-3 = -4
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	4-5 = -3
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	6-7 = -2
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	8-9 = -1
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	10-11 = 0
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	12-13 = +1
					14-15 = +2
					16-17 = +3
					18-19 = +4
					20-21 = +5
					22-23 = +6
					24-25 = +7

**CLASS FEATURES**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**OFFENSE**

**PROFICIENCIES**

Total	Base Attack Bonus	Ability Mod	Misc. Mods
Melee (Str)	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Ranged (Dex)	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Finesse (Dex)	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Magic (Cha)	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Light <input type="checkbox"/>	Simple <input type="checkbox"/>	Exotic / Other Special: <input type="text"/> <input type="text"/> <input type="text"/>
Medium <input type="checkbox"/>	Martial <input type="checkbox"/>	
Heavy <input type="checkbox"/>	Two-Weapon <input type="checkbox"/>	
Shields <input type="checkbox"/>	Exotic <input type="checkbox"/>	

Weapons	Attack Bonus	Damage	Critical	A.P.	Range	Type	Size	Wt.	Hard	HP	Finesse Y/N

**FEATS**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**DEFENSE**

HP:	<input type="text"/>	Dying <input type="text"/>	Damage / Current HP: <input type="text"/>	Speed: <input type="text"/>	Initiative: <input type="text"/>	Dex Mod = <input type="text"/>	Base Reflex = <input type="text"/>	Misc Mod = <input type="text"/>
Parry:	<input type="text"/>	Base Parry = <input type="text"/>	Str. Mod. = <input type="text"/>	Shield = <input type="text"/>	Other Mod = <input type="text"/>	Base Defense (Flat Footed) = <input type="text"/>	Misc = <input type="text"/>	Finesse Parry (Parry + DR) = <input type="text"/>
Dodge: (Touch)	<input type="text"/>	Base Dodge = <input type="text"/>	Dex. Mod. = <input type="text"/>	Other Dodge = <input type="text"/>	Other Mod = <input type="text"/>	Base Defense (Flat Footed) = 10 + <input type="text"/>	Misc = <input type="text"/>	Finesse Dodge (Dodge + DR) = <input type="text"/>
Armor and Protection	<input type="text"/>	Damage Reduction = <input type="text"/>	Check Penalty = <input type="text"/>	Spell Fail % = <input type="text"/>	Max Dex = <input type="text"/>	Spd. = <input type="text"/>	Wt. = <input type="text"/>	Fate Points: (Base = 3) = <input type="text"/>
								Ranged Dodge (Dodge + Shield) = <input type="text"/>
								Notes: _____

**CONAN RPG REFERENCE CHARTS**

Class:	HD	BAB	Dodge	Parry	Magic	F	R	W	Skills	Level:	A:	BAB Type B & Dodge/Parry	Dodge/Parry Med & Scholar Magic:	Dodge / Parry	Saving Throws:	Ability Inc.:	XP:		
Barbarian	d10	A	Hi	Low	Std	Good	Good	Bad	4	1	+1	+0	0	0	+0	+2	1st	-	0
Borderer	d10	A	Med	Med	Std	Good	Good	Bad	4	2	+2	+1	1	0	+0	+3	-	-	1k
Nomad	d10	A	Med	Med	Std	Good	Good	Bad	4	3	+3	+2	1	1	+1	+3	2nd	-	3k
Soldier	d10	A	Med	Hi	Std	Good	Bad	Bad	2	4	+4	+3	2	1	+1	+4	-	1st	6k
Noble	d8	B	Low	Med	Std	Bad	Bad	Good	4	5	+5	+3	2	1	+1	+4	-	-	10k
Pirate	d8	B	Hi	Med	Std	Good	Good	Bad	4	6	+6/+1	+4	3	2	+2	+5	3rd	1st All	15k
Thief	d8	B	Med	Med	Std	Bad	Good	Bad	8	7	+7/+2	+5	3	2	+2	+5	-	-	21k
Scholar	d6	B	Lo	Low	Scholar	Bad	Bad	Good	8	8	+8/+3	+6/+1	4	3	+2	+6	-	2nd	28k
										9	+9/+4	+6/+1	4	3	+3	+6	4th	-	36k
										10	+10/+5	+7/+2	5	3	+3	+7	-	2nd All	45k
										11	+11/+6/+1	+8/+3	5	4	+3	+7	-	-	55k
										12	+12/+7/+2	+9/+4	6	4	+4	+8	5th	3rd	66k
										13	+13/+8/+3	+9/+4	6	4	+4	+8	-	-	78k
										14	+14/+9/+4	+10/+5	7	5	+4	+9	-	3rd All	91k
										15	+15/+10/+5	+11/+6/+1	7	5	+5	+9	6th	-	105k
										16	+16/+11/+6/+1	+12/+7/+2	8	6	+5	+10	-	4th	120k
										17	+17/+12/+7/+2	+12/+7/+2	8	6	+5	+10	-	-	136k
										18	+18/+13/+8/+3	+13/+8/+3	9	6	+6	+11	7th	4th All	153k
										19	+19/+14/+9/+4	+14/+9/+4	9	7	+6	+11	-	-	171k
										20	+20/+15/+10/+5	+15/+10/+5	10	7	+6	+12	-	5th	190k

Standard Magic Bonus = 1/4 Level, Rounded Down  
 Scholar Magic Bonus = 1/2 Scholar Level, Rounded Down

Natural Healing: (3 + ConMod + Level) HP per day of rest ; (6+ (2x ConMod) + (2xLevel)) HP per day of bed rest  
 Heal Check DC 15: Short-term Care = (ConMod + Level) HP [10 Minutes] ; Long Term Care = 2x Natural Healing  
 Ability Damage: Light Activity = (1+ConMod) points / Hour; Bed Rest = (2+ConMod) Points / Hour