

## Conan feat list

Feat	Pre-Req	Source
Acrobatic	-	CAE
Adept	Scholar Level 12, 3 spells known from the same style	CAE
Aide de Camp*	Cha 12+, Knowledge (Warfare) 5 ranks	FC
Agile	-	CAE
Akbitanan Smith	Shemite, Craft (swordsmith) 10 ranks	CAE
Alertness	-	CAE
Leave No Witnesses	Alertness, Hide 13 ranks,	SCW
Animal affinity	-	CAE
Argossean Dreamer	Argossean, 1 <sup>st</sup> Level	PI
Jolly Chants	Argossean Dreamer, Cha 13	PI
Take the Tap	Argossean Dreamer, Brawl, Endurance	PI
True Brother	Argossean Dreamer, Leadership, Character Level 6	PI
Unfurled Sails	Argossean Dreamer	PI
Armour Prof. (Light)	-	CAE
Armour Prof. (Medium)	Armour Prof (Light)	CAE
Armour Proficiency (Heavy)	Armour Prof (Light, Medium)	CAE
Athletic	-	CAE
Awaken the Thunder*	Soldier Level 3, Heavy Cavalry Formation	FC
Battle Tactics*	Wis 15, Knowledge (Warfare) 10 ranks	FC
Battle Leader*	Battle Tactics., Leadership, Cha 15	FC
Black Corsair	Southern Islander or Black Kingdomer, 1 <sup>st</sup> Level	PI
Blooded Spear	Black Corsair, Southern Islander, Pirate Level 3	PI
Ocean's Wrath	Blooded Spear, Fighting-Madness, BAB +1	PI
Voice Like a Drum	Black Corsair, Southern Islander, Cha 15	PI
Blind-Fight*	-	CAE
Bond of Blood	Code of Honour	RK
Brawl*	-	CAE
Hard Hands	Brawl, Sneak Attack class feature	PI
Bronze Man*	Shemite, 20 kills	FC
Gold Man*	Bronze Man, Shemite, 100 kills	FC
Carouser	Con 13, Character Level 5	CAE
Debaucher	Carouser, Cha 15, <i>entrance, enslave</i> , Corruption 3+, experienced one weird pleasure	SS
Child of Jhebbal Sag	Pict or Kushite, 1 <sup>st</sup> Level	SS
Combat Expertise*	Int 13	CAE
Improved Disarm*	Combat Expertise	CAE
Improved Feint*	Combat Expertise	CAE
Improved Trip*	Combat Expertise	CAE
Intricate Swordplay*	Combat Expertise, Weapon Focus (broadsword or arming sword), Parry, Cha 13	CAE
Combat Reflexes*	-	CAE
Reflexive Parry*	Combat Reflexes, Dex 15, base parry bonus +8	CAE
Web of Death	Combat Reflexes, Weapon Focus, BAB +5	CAE
Confident	-	SCW
Craftsman	-	SS
Craft Magic Item	Craftsman, Knowledge (arcane) 15 ranks, Craft (alchemy) 15 ranks, Craft (any) 15 ranks, 20+ spells known	SS
Craft Major Magic Item	Craftsman, Craft Magic Item, Permanent Sorcery, Knowledge (arcane) 20 ranks, Craft (alchemy) 20 ranks, Craft (any) 20 ranks, 20+ spells known	SS
Dabbler	Int 13, Knowledge (arcane) 6 ranks	CAE
Painter of Dreams & Visions*	Dabbler, Int 14, Knowledge (arcane) 6 ranks	FC
Patterns of Protection*	Dabbler, Painter of Dreams and Visions, Int 14, Knowledge (arcane) 6 ranks	FC
Patterns of Shelter*	Dabbler, Painter of Dreams and Visions, Int 14, Knowledge (arcane) 6 ranks	FC
Deceitful	-	CAE

Deep Cover	Disguise 6 ranks	SCW
Quick Change	Deep Cover, Disguise 6 ranks	SCW
Defensive Martial Arts*	Khitan, Vendhyan, Himelian or <i>Calm of the Adept</i>	CAE
Deft Hands	-	CAE
Diligent	-	CAE
Discipline of Cavalry*	Dex 12, Soldier Level 1, Skill Focus (Ride)	FC
Master of Cavalry*	Discipline of Cavalry, Dex 12, Skill Focus (Ride), Soldier Level 5	FC
Dodge*	Dex 13, base dodge bonus +1	CAE
Acrobatic Attack	Dodge, Comat Expertise, Skill Focus (Tumble), Dex 13, Int 13, BAB +6	SCW
Archers' Bane*	Dodge, base dodge +6	CAE
Like White on Rice	Dodge, Combat Expertise, Improved Initiative, BAB 6+	RK
Savage Dance	Dodge, Combat Expertise, BAB 4+	RK
Mobility*	Dodge, Dex 13	CAE
Whirlwind Attack*	Dodge, Mobility, Combat Expertise, Int 13, Dex 13, BAB +4	CAE
Endurance*	-	CAE
Diehard*	Endurance	CAE
Tough as Nails	Diehard	RK
Sea's Breath	Endurance, Con 13, Swim 5 ranks	PI
Water Snake	Endurance, Swim 10 ranks	PI
Epiphany	Wis 15, Knowledge (religion) 6 ranks	SCW
Exotic Weapon Proficiency*	BAB +1	CAE
Eyes of the Cat	Spot 1 rank	CAE
Eyes of the Magpie	-	CAE
Feign Death	Perform (pantomime) 5 ranks	RK
Fighting-Madness	Cimmerian, Himelian Tribesman, Wazuli, Kushite, Nordheimer, Pict, Southern Islander, Dafari or Tlazitlan, Con 13, BAB +1	CAE
Fleet Footed*	-	CAE
Flyby Attack	Fly speed	CAE
Foul is Fair	Bluff 7 ranks, Corruption 1+	RK
Deception of Set	Foul is Fair, Bluff 11 ranks, Corruption 5+	RK
Freebooter's Fortune	Zingaran, 1 <sup>st</sup> Level	PI
Up the Rigging	Freebooter's Fortune	PI
Viper's Speed	Freebooter's Fortune	PI
Wave Dance	Freebooter's Fortune, Seamanship class ability	PI
Glib	Bluff 6 ranks	SCW
Greater Control	Knowledge (nature) 15 ranks, Handle Animal 15 ranks, <i>summon beast, control magical beast, animal ally, control monstrous humanoid</i>	SS
Great Fortitude	-	CAE
Gunderland Pike and Shield*	Gunderman, BAB +1, Shield Proficiency, Pike Proficiency	CAE
Hexer	MAB +1, sorcery style: Curses	CAE
Focused Magical Link	Hexer, MAB +3, Craft (fine art, sculpture or similar) 1 rank	CAE
Improved Critical*	Proficient With Weapon, BAB +8	CAE
Greater Critical*	Improved Critical, BAB +16	CAE
Disabling Strike*	Improved Critical, Greater Weapon Focus, BAB +12	RK
Improved Initiative*	-	CAE
Greater Uncanny Dodge	Improved Initiative, Improved Uncanny Dodge class feature, Dex 19+	RK
Improved Unarmed Strike*	-	CAE
Improved Grapple*	Improved Unarmed Strike, Dex 13	CAE
Crushing Grip*	Improved Grapple, Str 17, BAB +8	CAE
Choke	Improved Grapple	RK
Slippery	Improved Grapple	SCW
Unarmed Throw	Improved Unarmed Strike, Improved Grapple	RK
Insight Into Madness	Corruption 1+	RK
Investigator	-	CAE
Iron Will	-	CAE
Demon Killer	Iron Will, single-handedly defeat monster	CAE
Man of Will*	Iron Will, Soldier Level 7, Hyborian	FC

Resolute	Iron Will	RK
Grounded	Iron Will, Resolute	RK
Jaded	Corruption 1+	SCW
Know It All	Int 13	SCW
Knowledgeable	-	CAE
Live in the Saddle*	Ride 4 Ranks	FC
Leadership	Character Level 6	CAE
Horde	Leadership, Cha 13, Barbarian or Nomad Level 12	CAE
Inspiring Leader*	Leadership	FC
Legendary Leader*	Leadership, Cha 15, Soldier 10 or Noble 8	FC
Motivational Speaker*	Leadership, Cha 13	FC
Pirate Horde	Leadership, Cha 13, Pirate Level 12	PI
Light-Footed	Sneak Attack class feature, Hide 1 rank, Move Silently 1 rank	CAE
Lightning Reflexes	-	CAE
Loathsome Weapon	Poison Use, Improved Unarmed Attack, Improved Grapple, Dex 15, BAB +1, Handle Animal 1 rank	SS
Look What I Can Do	Perform (buffoonery, dance, juggling, mime or other physical) 5 ranks	RK
Magical Power Attack	Cha 15, MAB +4	SS
Martial Weapon Proficiency	-	CAE
Meditation	Wis 13, <i>calm of the adept</i> , no Corruption, Knowledge (arcane) 5 ranks	SS
Greater Meditation	Meditation, Wis 15, <i>calm of the adept</i> , no Corruption, Knowledge (arcane) 10 ranks	SS
Mounted Combat*	Ride 1 rank	CAE
Mounted Archery*	Mounted Combat, Ride 1 rank	CAE
Ride-By Attack*	Mounted Combat, Ride 1 rank	CAE
Spirited Charge*	Mounted Combat, Ride 1 rank	CAE
Trample*	Mounted Combat, Ride 1 rank	CAE
Multiattack	3 or more natural weapons	CAE
Navigation	Int 13, Profession (sailor) 12 ranks	CAE
Master of the Waves	Navigation, Int 13, Profession (sailor) 12 ranks	PI
Negotiator	-	CAE
Nimble Fingers	-	CAE
No Honour	No Code of Honour	CAE
Noble Blood	1 <sup>st</sup> Level, Noble not prohibited class	SS
Parry*	Str 13, BAB +1	CAE
Performer	Cha 13	CAE
Permanent Sorcery	Craft (alchemy) 15 ranks, Craft (herbalism) 15 ranks, 5+ sorcery styles	SS
Craft Aberration	Permanent Sorcery, Knowledge (arcane) 15 ranks, Knowledge (Nature) 15 ranks	SS
Craft New Life	Permanent Sorcery, Craft Aberration, <i>Bones of Life</i> , Knowledge (Arcane) 20 ranks, Knowledge (Nature) 20 ranks, Heal 20 ranks	SS
Persuasive	-	CAE
Pirate Code Expert	Int 13, Pirate Level 2	CAE
Pirate Cure	Con 15, Pirate Level 3	PI
Point Blank Shot*	-	CAE
Discipline of Archery*	Point Blank Shot, Dex 12, Soldier Level 1	FC
Master of Archery*	Point Blank Shot, Discipline of Archery, Dex 12, Soldier Level 5	FC
Far Shot*	Point Blank Shot	CAE
Precise Shot*	Far Shot	CAE
Improved Precise Shot*	Point Blank Shot, Precise Shot, Dex 19, BAB +11	CAE
Ranged Finesse*	Precise Shot	CAE
Rapid Shot*	Point Blank Shot, Dex 13	CAE
Shot on the Run*	Dodge, Mobility, Point Blank Shot, BAB +4	CAE
Poison Use	Dex 13, BAB +6	CAE
Power Attack*	Str 13	CAE
Improved Bullrush*	Power Attack, Str 13	CAE
Awesome Blow	Power Attack, Improved Bullrush, Str 25, size Large or bigger	SS
Titanic Blow	Power Attack, Improved Bullrush, Awesome Blow, Str 35, size Huge or bigger	SS

Cleave*	Power Attack	CAE
Great Cleave*	Power Attack, Cleave, Str 13	CAE
No Prisoners	Power Attack, Cleave, Great Cleave	RK
Explosive Power	Power Attack, Str 17, BAB +5	RK
Monster Slayer*	Power Attack, BAB +3	CAE
Improved Overrun*	Power Attack, Str 13	CAE
Greater Overrun*	Power Attack, Improved Overrun, Str 17, BAB +7	RK
Superior Overrun*	Power Attack, Greater Overrun, Str 17, BAB +13	RK
Improved Sunder*	Power Attack, Str 13	CAE
Crush Your Enemy	Power Attack, Improved Sunder, BAB +8	SCW
Greater Sunder*	Improved Sunder, BAB +6	CAE
Kick Down the Door	Improved Sunder	RK
The Bigger They Are...	Power Attack, Dodge, BAB 7+	RK
Precise Recollection	Int 14	SCW
Predator's Eye	BAB +4, Sense Motive 6 ranks, Spot 8 ranks	SCW
Predatory Reputation	Reputation 18	SCW
Priest	Scholar Level 4, Lay Priest	CAE
Free Thinker	Priest, Wis 13	SCW
Quick Draw*	BAB +1	CAE
Concealed Weapon	Quick Draw, Dex 13, bluff 5 ranks	SCW
Quick Judge of Character	Diplomacy 5 ranks, Listen 5 ranks, Sense Motive 5 ranks, Spot 5 ranks	SCW
Racial Archetype	-	SCW
Reap the Whirlwind*	Soldier Level 3, light cavalry formation	FC
Ritual Sacrifice	MAB +1, BAB +1	CAE
Bleed Dry	Ritual Sacrifice, Knowledge (arcane) 10 ranks, Corruption 1+	SS
Opportunistic Sacrifice	Ritual Sacrifice, MAB +3, BAB +3, Base PP 4	CAE
Tortured Sacrifice	Ritual Sacrifice, MAB +2, BAB +2	CAE
Run*	-	CAE
Scavenger Reputation	Reputation 18	SCW
Seducer	Cha 17, Perform (acting, poetry or any musical)	SCW
Self-Sufficiency	-	CAE
Sharp Blade	Seamanship class feature, Zingaran	PI
Shield Proficiency	-	CAE
Simple Weapon Proficiency	-	CAE
Sizing Up the Foe	Spot 5 ranks	SCW
Perceptive Defence	Sizing Up the Foe, Spot 8 ranks, BAB +10	SCW
Skill Focus	-	CAE
Sleep Mastery	Wis 13, Con 13	CAE
Snatch	Size Huge or larger	SCW
Sneak Subdual	Ability to sneak attack, BAB +1	CAE
Sorcerer's Boon	Scholar Level 4, 2+ Sorcery Styles, Int 13	CAE
Greater Sorcerer's Boon	Sorcerer's Boon, Int 15, Scholar Level 12, 4+ Sorcery styles	SS
Sorcerous Tactics*	Scholar Level 3, sorcery style: Divination	FC
Spawn of Dagoth Hill	Kothian or Zamorian, 1 <sup>st</sup> Level	CAE
Stealthy	-	CAE
Armoured Stealth	Armour Prof (Light), Stealthy, Dex 13, Hide 4 ranks, Move Silently 1 rank	CAE
Unseen Scavenger	Stealthy, Allegiance: Brotherhood of the Bowl, Hide 11 ranks	SCW
Steely Gaze*	Cha 13, Intimidate 8 ranks	CAE
Improved Evil Eye	Steely Gaze, Dabblers or 1 sorcery style, Cha 13	SS
Menacing Aura*	Steely Gaze, Cha 15, Intimidate 16 ranks	CAE
Roaring Rage*	Steely Gaze, Menacing Aura, Cha 15, Intimidate 16 ranks	FC
Silence, Fool!	Steely Gaze, Menacing Aura, Intimidate 19 ranks	SCW
Striking Cobra*	Dex 15, Cha 13, Bluff 6 ranks, BAB +6	CAE
Stunning Attack*	Dex 13, Str 13, BAB +8	CAE

Summoner	MAB +1, sorcery style: Summoning	C/AE
Augment Summoning	Summoner, MAB +4	C/AE
Superior Armourer	Aquilonian, Kothian, Hyrkanian/Turanian or Zingaran, Craft (armourer) 12 ranks	C/AE
Tactical Mind*	Int 13	FC
Master of the Art*	Tactical Mind, Int 13	FC
Take the Charge*	Soldier Level 3, heavy infantry formation	FC
To Think is To Act	-	SCW
Touch of Power	Dabbler or 1 sorcery style, Improved Unarmed Strike or Brawl, Cha 13	SS
Toughness*	-	C/AE
Track	-	C/AE
True Professional	-	SCW
Two-Weapon Combat	-	C/AE
Improved 2-Wpn Combat*	Two-Weapon Combat, BAB +6	C/AE
Two-Weapon Defense*	Two-Weapon Combat, Parry	C/AE
Weapon Focus*	Proficient with weapon, BAB +1	C/AE
Brutal Attack	Weapon Focus (Melee Weapon), Dex 14, Str 16, BAB +5	SCW
Discipline of Infantry*	Weapon Focus (melee weapon), Soldier Level 1, Str 12	FC
Master of Infantry*	Weapon Focus (melee weapon), Discipline of Infantry, Str 12, Soldier Level 5	FC
Weapon Specialisation*	Weapon Focus, Soldier Level 4	C/AE
Warning Shot	Combat Expertise, Weapon Focus	RK
Greater Weapon Focus*	Weapon Focus, Soldier Level 8	C/AE
Greater Weapon Special.*	Weapon Focus, Greater Weapon Focus, Weapon Specialisation, Soldier Level 12	C/AE
Weapon Panache	Proficient with weapon, BAB +1	SCW
Whip Weary	Turanian Slave, 1 <sup>st</sup> Level	PI
Heart of Hate	Whip Weary	PI
Hunted	Whip Weary, Uncanny Dodge class feature	PI
Steel's Sacrifice	Whip Weary	PI
Unfettered	Whip Weary	PI
Zingaran Surprise	Zingaran, BAB +8, Sneak Attack +4d6	C/AE

\*Soldier Bonus Feat

Sorcery Feat

C/AE: Conan Atlantean Edition

FC: Free Companies

RK: Road of Kings

PI: Pirate Isles

SCW: Shadizar, City of Wickedness

SS: Scrolls of Skelos

# CONAN CHEAT SHEET

## Standard Actions

Attack (melee)  
 Attack (ranged)\*  
 Attack (unarmed)\*  
 Aid Another?  
 Bull Rush\*  
 Cast a Standard Spell\*  
 Concentrate to Maintain Spell  
 Demoralise Opponent  
 Dismiss Spell  
 Draw Hidden Weapon  
 Escape Grapple  
 Feint  
 Light torch from flame  
 First Aid to Stabilise  
 Overrun  
 Ready  
 Sunder a Weapon\*  
 Sunder an Object?  
 Total Defence  
 Use Extraordinary Ability  
 Single Action Skill?  
 Use Supernatural Ability

## Move Actions

Move\*  
 Move Through Difficult Terrain\*  
 Control Frightened Mount\*  
 Direct or Redirect Spell  
 Draw Weapon  
 Open or Close Door  
 Mount or Dismount  
 Move Heavy Object\*  
 Pick Up Item\*  
 Sheathe a Weapon\*  
 Stand From Prone\*  
 Ready or Loose Shield  
 Retrieve Stored Item\*

## Full Round Actions

Full Attack (melee)  
 Full Attack (ranged)\*  
 Full Attack (unarmed)\*  
 Coup de Grace\*  
 Escape From Net\*  
 Extinguish Flames  
 Light Torch with F&S\*  
 Load Crossbow\*  
 Prepare to Throw Splash Weapon\*  
 Run\*  
 Full Round Skill?  
 Touch Spell on 6 Friends\*  
 Withdraw?

## Free Actions

Cease Concentration  
 Drop Item  
 Drop to Ground  
 Prepare Components for Spell  
 Speak  
 Delay  
 5' Step?

## Other Actions

Disarm\*  
 Grapple\*  
 Trip\*  
 Use Feat?

\*Attracts AoO  
 ?May attract AoO

## Defence Modifiers

Defender Is...	Melee	Ranged
Behind Cover	+4	+4
Blinded	-2*	-2*
Charging	-2	-2
Entangled (any)	-4Dex	-4Dex
Entangled (above)	-4P <sup>L</sup>	-4P <sup>L</sup>
Flat Footed	*	*
Grappling	*	*§
Helpless	-4†*	*†
Kneeling/Sitting	-2	+2
Not proficient/using improv.	-1P	--
Pinned	-4†*	*†
Prone	-4	+4
Running	*	*
Squeezing Through Space	-4	-4
Stunned	-2*	-2*
Surrounded	-2D	-2D
Unarmed	-4P	--

\*May not Parry or Dodge  
<sup>L</sup> No penalty for Light weapons  
 § Target is determined randomly  
 † Dex counts as 0 (-5 Modifier)

## Melee Attack Modifiers

Attacker is...	Modifier
Higher	+1
Flanking	+2
Ganging Up	+1*
Charging	+2
Altering Lethal/Non-Lethal Damage	-4
Using Reach Weapon on Adjacent	-4
Ranged Attack into Melee	-4†

\*Per previous attacker this round  
 † Unless aiming point is at least 10' away from friendlies

## Bull Rush

- Move into defender's space
- Attract AoO from all adjacent
- 25% AoO hits wrong target
- Opposed Strength
- +2 to check for charge
- +4 to defender if quadraped
- Move defender 5' if successful
- If move with defender, gain an extra 5' per margin of success 5.
- Both provoke AoOs while moving

## Disarm

- AoO from target
- Disarm fails if damaged by AoO
- Opposed attack rolls
- 2 handed weapon gains +4
- Light weapon suffers -4
- Larger party gains +4/size difference
- Defender -4 if item is not melee weapon
- On fail, defender may counter-disarm
- On success, unarmed disarmer may take wpn

## Overrun/Trample

- AoO from target
- Defender may let over-runner through
- If defender blocks, Strength opposed by Dex or Str
- On success, defender is prone, movement continues
- On fail, defender may counter-push
- Regardless of counter, fail ends move

## Feint

- Bluff opposed by Sense Motive + BAB
- On success, no parry/dodge vs next attack

## Sunder

- AoO from target
- Opposed attack rolls
- 2 hander gains +4
- Light weapons gains -4
- Larger combatant +4/diff.
- On success, roll damage

## Trip

- AoO from target (unless armed trip)
- Unarmed melee touch attack
- Str opposed by Str or Dex
- On success, target prone
- On fail, may counter-trip

## Tripping Riders

Riders may oppose with Ride skill  
 On fail, pulled from horse

## Grapple

- AoO from target
- If damaged from AoO, attempt fails
- Melee attack to grab
- Grapple check to hold
- Deal unarmed damage (ignore armour DR)
- To maintain grapple, move in to square

## Grappling Restrictions

- No threatened squares
- My only dodge opponents being grappled
- My not parry (exception - human shield)
- No normal movement
- No two-weapon combat

## Actions While Grappling

- Activate a magic item
- Use unarmed, natural or light weapon to attack at -4\*
- Cast standard spell with components in hand and no somatic component; requires Concentration check DC 20 + PP
- Deal damage with grapple check, ignoring armour DR; take -4 to deal lethal damage\*
- Draw light weapon as move action
- Escape from grapple with grapple check\*
- Use Escape Artist to escape as standard action
- Move half speed with grapple check (+4 if opponent pinned and no others in grapple)
- Retrieve spell component as full round action with grapple check
- Pin with grapple check\*
- Break a pin with grapple check\*
- Use opponent's light weapon; on successful grapple check, attack at -4 (weapon remains in opponent's grasp)\*

## Actions While Pinning

- Damage, use own attack, use opponent's weapon, move grapple as above
- Prevent from speaking (free action)
- Disarm (opponent gets +4)
- End grapple as free action

## Actions While Pinned

- Escape with grapple check or Escape Artist, as above

## Demoralise

- Intimidate vs 1d20 + Level + Wis bonus
- On success, target is shaken for one round.

## COMBAT MANOEUVRES

### Bull's Charge

- Use slashing or piercing weapon on charge
- Attract AoO
- +2 damage

### Cat's Parry

- Must be parrying
- Opponent gains +4 to hit
- On miss, gain AoO

### Decapitating Slash

- Made as AoO
- On crit, Fort DC (5 + damage) or die
- -4 Defence for one round

### Desperate Stab

- Opponent must not yet have acted
- Opponent must be flat-footed
- Make Finesse Attack
- On hit, Fort DC (damage) or die
- If he survives, opponent gains +2 to hit and damage that round

### Devastating Sweep

- Must be using slashing weapon
- Cannot use finesse
- Adjacent opponents may 5' step to avoid Whirlwind Attack

### Fling Aside

- Must have free hand
- On grab and grapple, trip and deal unarmed damage

### Hooking Parry

- Parry reach weapon with axe, bill, bardiche or polearm
- On successful parry, opponent may not use weapon as long as you maintain hook (cannot use hooking weapon)
- Standard action, Attack vs Parry to unhook weapon

### Human Shield

- Must have dealt damage while grappling
- Grapple check to use foe as shield
- Gain parry bonus equal to Str bonus -1
- Minimum bonus 0, max bonus +2
- On successful parry, shield takes full damage

### Leaping Charge

- On charge, make second attack at primary attack bonus
- Both attacks suffer -2
- Defence penalty for charge increases to -4

### Pantherish Twist

- Must be using dodge
- Make Dex checks vs flanking opponents
- Opponents who fail attack ally
- Opponents who win gain +2 to hit and damage
- Only effects first attack by flankers

### Sundering Parry

- Parry at -2
- On successful parry, free sunder at -2 to hit

### To the Hilt (Combat Manoeuvre)

- Use piercing or slashing weapon
- +1 to damage
- If damage dice higher than Str, weapon stuck
- Full round action, Strength check DC 10 to remove
- 1d4 damage to stuckee for each action taken

## OTHER ACTIONS

**Fight Defensively:** -4 to hit, +2 Defence

**Total Defence:** Cannot attack, +4 Defence

**Aid Another:** Target DC 10 to provide +2

**Cast Defensively:** Concentration DC (15 + PP)

**Climb:** ¼ speed, or ½ speed at -5

**Crawl:** 5', attracts AoO

**Mount/Dismount:** Free action – Ride DC 20  
Otherwise, move action

**Charge:** Minimum 10', +2 to hit, -2 Defence

**Forced March:** Con DC 10 (+2 per additional hour) after 8 hours. On fail, 1d6 non-lethal, fatigued. Horses forced marching take lethal damage.

**Hustle:** 2 hours without sleep does 1 non-lethal damage and causes fatigue. Each extra hour does double the previous hour in damage. Hustling horses take lethal damage.

**Run:** Up to Con score in rounds, after which a DC 10 Con check is required each round. DC increases by +1 each round. Failure requires one minute rest, moving no faster than a normal move.

**Coup de Grace:** Fort DC (10 + damage)

### Throw Splash Weapon At Target:

- Ranged touch attack
- Hit does direct damage, plus 5' splash

### Throw Splash Weapon at Grid Intersection:

- Ranged attack Defence 5.
- Splash damage in all adjacent

**Splash scatter on throw:** Direction d8, distance equals # of range increments thrown.

## HEALING

**Natural Healing:** 3 + Con + Level hp per day  
1 + Con ability points per hour rest  
Level non-lethal damage per hour

**Complete Bed Rest:** Natural rate x 2

**Flagon of Wine:** Restores 1hp to characters on 0

**Short Term Aid:** Heals Con + Level

## STATUS DESCRIPTORS

**Blinded:** All targets have full concealment, no dodge or parry, +2 to be hit, -4 to Str and Dex based checks, Search etc... *Cont.*

**Confused:** 1d10 - 1 = wander for 1 minute; 2-6 = do nothing; 7-9 = attack nearest; 10 = act normally. If attacked, will attack back on next action.

**Cowering:** No dodge, -4 to parry, +2 to be hit, no action.

**Dazed:** No action. May dodge or parry.

**Dazzled:** -1 to attack, search and spot

**Deafened:** -4 initiative, 20% spell failure with verbal, no Listen checks.

**Disabled:** Partial actions only. Standard action does 1hp damage.

**Distracted:** -4 Listen, Spot, Search

**Fatigued:** -2 Str and Dex; cannot run or charge.

### Fear:

*Shaken:* -2 on attack, saves, skill and ability checks.

*Frightened:* As shaken, plus flee until out of sight and sound. Will fight if unable to flee.

*Panicked:* As shaken, but flee in random direction, 50% chance of dropping anything in hand. If unable to flee, will cower.

**Helpless:** No dodge or parry, no action, +4 to be hit in melee, effective Dex 0. Effectively Defence 1 vs melee, Defence 5 vs ranged

**Nauseated:** May only take a move action.

**Staggered:** Partial actions only.

**Stunned:** No dodge or parry, no action, +2 to be hit.

## Don/Doff Armour

Leather jerkin, mail shirt, quilted jerkin, brigandine coat:

Don: 1 minute  
Don Hastily: 5 rounds  
Remove\*: 1 minute

Scale hauberk, mail hauberk, breastplate:

Don†: 4 minutes  
Don Hastily: 1 minute  
Remove\*: 1 minute

Plate, scale hauberk, mixed heavy armour:

Don†: 4 minutes  
Don Hastily\*: 4 minutes  
Remove\*: 1d4+1 minutes

\*Halve this time with assistance

†Assistance required

Hastily donned armour: +1 check penalty and -1 DR.

## Shields

*Buckler:* Requires hand. Light weapon.

*Large Shield:* Standard use requires hand. Strapped to shoulder offers +2 dodge vs ranged. Strapped to back offers +2 DR vs one opponent when flanked.

*Target:* Can be used with weapon in hand, reduces parry bonus to +1.

# ALCHEMY, HERBALISM AND POISON CHECKS AND PRICES

## ALCHEMY

Item	DC	Cost	Requirements	
Acid*	15	200	Craft (alchemy) 4 ranks	
Argossean Dream Dust	15	150	Craft (alchemy) 5 ranks	Barachan Islands
Dancer's Wine	15	10	Craft (alchemy) 4 ranks	
Blue Devil's-Flame	15	300	Craft (alchemy) 4 ranks	
Flame-powder	15	50	Craft (alchemy) 4 ranks	
Rope of Dead-Women's Hair	15	1,250	Craft (alchemy) 6 ranks, 1 dose of upas-tree juice, hair from 20 dead women	
Stygian Tomb-Dust	15	400	Craft (alchemy) 5 ranks, Knowledge (arcane) 5 ranks	
Acheronian Demon-Fire	20	1,500	Craft (alchemy) 6 ranks	
Atlantean Water	20	800	Craft (alchemy) 8 ranks	
Dust of Forgetfulness	20	500	Craft (alchemy) 10 rank	
Hellfire Puffball	20	2,500	Craft (alchemy) 15 ranks	
Kothic Demon-Fire	20	500	Craft (alchemy) 4 ranks	
Radium Gem	20	500	Craft (alchemy) 10 ranks, green fire-stone	
Smokestick*	20	100	Craft (alchemy) 5 ranks	
Violet Cureall	20	300	Craft (alchemy) 8 ranks	Kush and the Misty Isles
Acheronian Black Globe	25	1,400	Craft (alchemy) 10 ranks	
Acheronian Guardian Orb	25	1,600	Craft (alchemy) 10 ranks	
Atlantean Peace	25	400	Craft (alchemy) 10 ranks, lost recipe	
Globe of Yezud	25	2,000	Craft (alchemy) 10 ranks, Knowledge (nature) 10 ranks, Priest of Zath	
Gloden Wine of Xuthal	25	1,750	Craft (alchemy) 12 ranks, rare recipe held by Xuthallans	
Lotus Blacksmoke	25	3,750	Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> : black lotus blossom	
Lotus Greensmoke	25	4,500	Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> : green lotus blossom	
Lotus Greysmoke	25	2,400	Craft (alchemy) 10 ranks, Craft (herbalism) 8 ranks, <i>entrance</i> : grey lotus blossom	
Potion of Hibernation	25	1,850	Craft (alchemy) 15 ranks, 1 dose black lotus juice, 2+ Immortality spells	
Stygian Wind Venom	25	1,200	Craft (alchemy) 12 ranks	
Tanglefoot Bag*	25	1,200	Craft (alchemy) 10 ranks	
Thunderstone*	25	800	Craft (alchemy) 10 ranks	
Acheronian Grave Dust	30	1,600	Craft (alchemy) 10 ranks	

## HERBALISM

Item	DC	Cost	Gather DC	Location
Apples of Derketa	--	500	20	Jungles of northern Black Kingdoms
Hashish	15	2	20	Warm forest, crops
Potion of Madness	15	1,500	20	Plains of northern Vendhya (requires black lotus wine and grey lotus blossom)
Yellow Lotus Resin	15	125	15	Jungles of northern Black Kingdoms
Vendhya Chew	15	75	15	Vendhya, warm forest
Woundwort	15	50	25/20	Anywhere/Warm or temperate forest
Opium	16	5	25	Warm forest or grassland, crops
Black Draught	18	2	n/a	Opium, alcohol, sugar
Mixed Lotus	18	200	25/20	Black lotus and purple lotus
Black Lotus Juice	20	750	25/20	As per black lotus blossom
Grey Lotus Blossom	20	800	25	Swamps of the Dead beyond Khitai
Black Lotus Wine	20	50	25/20	As per black lotus blossom
Black Lotus Powder	20	300	25/20	As per black lotus blossom
Love Potion	20	1,500	25	Steppes east of Zamboula
Sleeping Draught	20	650	25	Any jungle or swamp where Lotus grows
Stygian Mould	20	200	20	Underground in Stygia
Upas Tree Juice	20	1,200	20	Forests of northern Aquilonia, Nemedia and Brythunia
Yellow Lotus Blossom	25	1,250	25	Bamboo jungles of Khitai
Black Lotus Blossom	25	1,250	25/20	Jungles of northern Black Kingdoms/Banks of Zarkheba river
Green Lotus Blossom	25	1,500	20	Jungles of Khitai
Purple Lotus Juice	25	2,500	25	Ghost-haunted swamps of southern Stygia
Purple Lotus Wine	25	1,750	25	As per purple lotus juice
Golden Lotus Juice	25	1,200	20	Jungles of Khitai
Upas Tree Oil	25	1,000	20	Forests of northern Aquilonia, Nemedia and Brythunia



POISONS

Poison	Cost	Type	DC	Initial	Secondary
Apple of Derketa Juice	500	Contact	20	1d6 Con	1d6 Con
Apple of Derketa Juice	500	Injury	22	2d8 Con	2d8 Con
Apple of Derketa	500	Ingested	21	2d6 Con	2d6 Con
Black Lotus Blossom	1,250	Inhaled	25	1d3 Str + Hallucination	Unconsciousness
Black Lotus Juice	750	Ingested	22	1d10 Str + 1d6 Con	2d6 Con
Black Stygian Scorpion Venom	1,000	Injury	23	2d4 Con + 2d6 Dex	2d4 Con + 1d6 Dex
Bloodroot*	100	Injury	12	-	1d4 Con + 1d3 Wis
Blue Whinnis*	120	Injury	14	1 Con	Unconsciousness
Cobra Venom	120	Injury	11	1d4 Dex + 1d4 Con	1d4 Dex + 1d4 Con
Dragon Venom	1,200	Injury	25	1d6 Str	1d6 Str
Giant Spider Venom	700	Injury	16	2d6 Con	1d4 Con
Great Serpent Venom	850	Injury	21	2d6 Con	1d6 Con
Green Lotus Blossom	1,500	Inhaled	24	1d6 Con	2d6 Con
Grey Lotus Blossom	800	Inhaled	22	2d6 Wis + Madness	1d6 Wis
Malys Root Paste*	500	Contact	16	1 Dex	2d4 Dex
Oil of Taggit*	90	Ingested	15	-	Unconsciousness
Potion of Madness	1,500	Ingested	23	2d6 Wis + Hallucination	2d6 Int + Madness
Purple Lotus Juice	2,500	Injury	28	3d6 Dex + Paralysis	1d6 Dex
Purple Lotus Wine	1,750	Ingested	28	2d6 Dex + Paralysis	1d6 Dex
Sassone Leaf Residue*	300	Contact	16	2d12 hp	1d6 Con
Striped Toadstool*	180	Ingested	11	1 Wis	2d6 Wis + 1d4 Int
Terinav Root*	750	Contact	16	1d6 Dex	2d6 Dex
Upas-Tree Juice	1,200	Ingested	22	2d4 Con & PP	2d4 Con & PP
Upas-Tree Oil	1,000	Injury	20	1d6 Con & PP	1d6 Con & PP
Viper Venom	120	Injury	11	1d6	1d6
Water of Zarkheba	-	Ingested	25	2d6 Con	1d6 Con + Corruption
Yellow Lotus	1,250	Inhaled	21	Unconscious 2d6 hours	1d6 Con
Yothka Secretion	400	Contact	19	1d4 Int	1d4 Int

\* Taken from D&D

# Conan Race List

Race	Equivalent	Background Skills	Favoured Class	Prohibited Classes	Automatic Languages	Bonus Languages	Racial Features
Cimmerian	Celtic	Climb, Move Silently, Survival	Barbarian	Noble, Nomad, Scholar	Cimmerian	Nordheimer, Pictish, Aquilonian, Hyperborean	+1 to Will, +2 Climb, -2 Diplomacy and verbal bluff +2 Hide, Listen, Spot, Move Silently, Survival in temp./cold highlands No religion other than Crom +2 Str, -2 Int
Himelian Tribesman	Afgan	Clime, Hide, Move Silently	Barbarian	Noble, Pirate	Afghuli	Vendhyan, Hyrkanian, Iranistani	+2 Hide, Listen, Move Silently, Survival, Spot in hills and mountains +1 Hide, Move Silently, +2hp, -2 vs hypnotism
Wazuli							As Himelian, plus Eyes of the Cat, -1 attack and skill check in daylight +2 Hide, Spot, Search in darkness or dim light
Hyborian	Varies	Any Four	All Classes	None	Varies	Stygian, Nemedian, Aquilonian, Bossonian Brythunian, Ophirean, Corinthian, Zingaran Hyperborean, Zamorian, Pictish, Kothic Argossean, Shemitish	Choose 2 class skills with +2 bonuses Weapon Familiarity: Greatsword +1 Fate Point
Argossean/Barachan	Italian/Greek	Gather Information, Use Rope Profession (Sailor)	Pirate	Nomad	Argossean	As Hyborian	As Hyborian, plus +2 Gather Info, Prof. (sailor), Balance, Use Rope
Bossonian	French	Craft (bowyer), Any Two	Soldier	Barb., Nomad, Noble, Pirate	Bossonian	Nemedian, Aquilonian, Bossonian, Zingaran Pictish, Argossean	As Hyborian, plus +1 with Bossonian Longbow, no bonus Fate Point +2 Defence when fighting defensively or total defence Exotic Proficiency: Bossonian Longbow
Gunderman	French	Craft (weaponsmith), Any Two	Soldier	Nomad, Pirate	Aquilonian	As Hyborian	As Hyborian, plus +1 to attack and damage with pike Martial Weapon Proficiency: Pike, +1 Will, no bonus Fate Point
Hyperborean	Settled Norse	Craft (stone), Intimidate, Any One	Soldier	Pirate	Hyperborean	As Hyborian	As Hyborian, plus +2 Con, -2 Cha, +2 Intimidate, no bonus Fate Pt -1 Diplomacy, Gather Info and verbal Perform and Bluff
Tauran	French	Prof. (farmer), Survival Move Silently, Any One	Borderer	Barbarian, Nomad, Pirate	Aquilonian	As Hyborian	As Hyborian, plus +1 Survival, no Weapon Familiarity: Greatsword +1 Hide, Listen, Move Silently, Survival, Spot in temp. forest, plains
Hyrkanian/Turanian	Hun/Turk	Craft (bowyer), Ride, Survival	Nomad	None	Hyrkanian	Brythunian, Zamorian, Kothic, Corinthian Hyperborean, Vendhyan, Iranistani, Khitan Yeutshi, Shemitish, Stygian	+1 to attack with all bows, extra +1 at six range increments, +2 at nine With Far Shot, bonuses occur at four and six, no pre-req for Far Shot +2 Dipl., Gather Info., Intimidate in certain regions with wpn drawn -2 vs Hypnotism, Weapon Familiarity: Tulwar, Hyrkanian Bow
Iranistani	Persian	?	Nomad	None	Iranistani	?	?
Khitan	Chinese	Knowledge (arcane, any) Move Silently	Scholar	Barbarian, Nomad	Khitan	Hyrkanian, Vendhyan, Afghuli, Shemitish Demonic, Old Stygian, Acheronian	+1 Knowledge, +2 Move Silently, -2 vs Hypnotism Bonus Feat: Dodge, Improved Unarmed Strike, Weapon Focus (staff), Summoner, Ritual Sacrifice or Hexer
Kezankian Hillman	Afghan/Arab	Climb, Hide, Move Silently	Barbarian	Noble, Pirate	Kezankian	Zamorian, Hyrkanian	+2 Hide, Listen, Move Silently, Survival, Spot in hills and mountains +1 Hide and Move Silently, Bonus Feat: Toughness

Kushite/NBKT	North Africa	Hide, Move Silently, Survival	Nomad	Noble, Pirate	Kushite, Keshani, Puntan or Zembabwean	Stygian, Shemitish, Darfari, Puntan Zembabwean, Old Stygian, Keshani Iranistani, Black Coast	+1 to damage with spears in melee, illiterate +2 Hide, Listen, Move Silently, Survival and Spot in hot environments Bonus Feat: Simple Weapon Proficiency
Chaga	Egyptian	Perform (ritual), Sense Motive Craft (alchemy)	Noble	None	As Kushite	As Kushite	+1 Perform (ritual), Craft (alchemy), Sense Motive +1 Hide, Spot, Listen, Move Silently and Survival in hot environments Bonus Feat: Exotic Weapon Proficiency (Stygian bow), Summoner, Ritual Sacrifice or Hexer
Ghanata	Nigerian	Ride, Move Silently, Spot, Survival	Nomad	Noble, Pirate	Ghanatan	Darfari, Keshani, Puntan, Zembabwean Iranistani, Tibu, Tombalku	+2 Hide, Listen, Move Silently, Survival, Spot in hot desert +1 to damage with scimitars and Ghanata knives, illiterate Martial Weapon Proficiency (scimitar, Ghanata knife). +1 Ride
Nordheimer	Norse	Craft (any), Survival Profession (farmer or sailor)	Barbarian	Noble, Nomad	Nordheimer	Cimmerian, Aquilonian, Pictish, Hyperborean	+2 Con, -2 Dex, +1 damage w/swords, Weapon Familiarity: War Sword +1 Hide, Listen, Move Silently, Spot, Survival in any cold land Martial Weapon Proficiency (broadsword)
Pict	Iroquoii/Celt	Jump, Hide, Tumble	Barbarian	Noble, Nomad, Pirate	Pictish, Talking Drum	Aquilonian, Cimmerian, Nordheimer, Zingaran	+2 Dex, -2 Int, +1 Tumble, Jump, +1 attack and damage vs animals +2 Hide, Listen, Move Silently, Spot, Survival in temp./warm forest Illiterate
Shemite	Arab	Spot, Ride, Survival	Nomad	Borderer, Pirate	Shemitish	Stygian, Ophirean, Kothic, Argossean, Hyrkanian	+2 Appraise, Spot, Bluff, +1 to attack with bows, -1 to all saves +1 damage w/bows under 1 range increment, +1 damage <i>coup de grace</i> +2 Hide, Spot, Listen, Move Silently, Survival in hot desert Weapon Familiarity: Shemite bow
Meadow Shemite	Arab	Diplomacy, Handle Animal, Ride	Soldier	Pirate	Shemitish	As Shemite	As Shemite, plus +2 Diplomacy Environmental bonuses for plains instead of desert
Pelishtim	Arab	Knowledge (arcane, any) Handle Animal	Soldier, Scholar	Pirate	Shemitish	As Shemite	As Shemite, plus +2 Knowledge (arcane) Environmental bonuses for plains instead of desert
Southern Islander/SBK	Zulu	Perform (dance), Survival Profession (sailor)	Barbarian, Pirate	Noble, Nomad	Southern Islander, Bakalah Bamulah, Suba or Wadai	Black Coast, Southern Islander, Bakalah Bamulah, Suba, Wadai, Kushite, Stygian, Tibu Shemitish, Argossean, Zingaran, Tombalku	+2 Str, -2 Cha, +1 attack with spear, javelin, +2 Perform (dance) +1 dodge in no armour, -2 vs Terror, Illiterate Weapon Proficiency (hunting spear, club)
Darfari	Sudanese	As Southern Islander	Barbarian	Pirate, Noble	Darfari	Kushite, Stygian, Keshani, Shemitish, Puntan	As Southern Islander, plus +1 w/bludgeoning replaces +1 spear/javelin +1 Perform (drums) replaces Perform (dance), bite while grappling
Stygian	Egyptian	Perform (ritual), Knowledge (arcane) Handle Animal	Noble, Scholar	None	Stygian	Shemitish, Kushite, Keshani, Zembabwean Puntan, Darfari, Khitan, Hyrkanian, Demonic Acheronian, Old Stygian	+2 Knowledge (arcane), Perform (ritual), Craft (alchemy) +1 to attack with Stygian bow, Exotic Weapon Prof. (Stygian bow) -2 vs Corruption
Vendhyan	Indian	Diplomacy, Sense Motive Knowledge (nobility)	Noble, Soldier	Barbarian, Nomad	Vendhyan	Khitan, Hyrkanian, Afghuli, Iranistani, Kosalan	+2 Diplomacy, Sense Motive, Knowledge (nobility) +1 Bluff, Gather Information and Knowledge (history) +1 Will except vs hypnotism, Weapon Familiarity: Tulwar Martial Weapon Proficiency (light lance) +1 attack and damage with light lance on charge
Zamorian	Ukraine/Mix	Open Lock, Disable Device Sleight of Hand	Thief	Barbarian, Pirate	Zamorian	Shemite, Hyrkanian, Kothic, Brythunian Corinthian	+2 Dex, -2 Str, +2 Open Lock, Disable Device, Sleight of Hand +1 Craft, +1 Climb, Hide, Listen, Move Silently, Spot in urban +2 Gather Information re: theft, assassination, legendary treasure
Zingaran	Spanish	Profession (sailor), Balance, Use Rope	Soldier, Pirate	Barbarian, Nomad	Zingaran	Aquilonian, Argossean, Shemite, Stygian Kushite, Southern Islander, Black Coast Ophirean, Pictish, Kothic	+2 Cha, -2 Con, +1 Sense Motive, Prof. (sailor), Balance, Use Rope -1 Diplomacy, +1 attack w/arming sword, broadsword, +1d6 sneak attack Weapon Proficiency (arming sword), Weapon Familiarity: greatsword

## WEAPON HARDNESS AND hit points

Weapon	Hardness	HP						
Axe	5	3	Lance, Heavy	5	8	Hatchet	2	2
Bagh Nakh	10	1	Lance, Light	5	5	Knife	4	1
Bardiche	7	10	Mace, Heavy	7	5	Spear, Hunting	2	4
Battlaxe	7	5	Mace, Light	7	3	Spear, War	3	4
Bill	7	10	Pike	5	8			
Broadsword	10	5	Peshkabz	12	1	<b>Akbitanan Weapons</b>		
Club	5	4	Pollaxe	7	10	Broadsword	15	10
Club, War	5	10	Poniard	10	2	Dagger	15	2
Cutlass	8	5	Sabre	10	8	Greatsword	15	20
Dagger	10	1	Scimitar	10	5	Poniard	15	6
Gadar	5	10	Spear, Hunting	5	4	Sabre	15	16
Gauntlet	10	1	Spear, War	7	4	Scimitar	15	10
Greatsword	10	10	Stiletto	8	1	Stiletto	12	2
Hatchet	5	2	Sword, Arming	10	4	Sword, Arming	15	8
Katar	10	1	Sword, Short	10	3	Sword, War	15	16
Khandar	12	5	Sword, War	10	8	Tulwar	15	20
Knife	5	2	Talwar	10	10			
Knife, Ghanata	8	3	Tulwar	10	10	<b>Shields</b>		
Knife, Yuteshi	8	1	Warhammer	7	4	Buckler	10	4
Knife, Zhaibar	8	6	Whip	2	2	Shield, Large	6	10
Kora	10	3				Targe	6	6
Kukri	10	1	<b>Primitive Weapons</b>					
			Club	2	4			

# SKILL USE SUMMARY

## SKILL SYNERGIES

<i>Skill</i>	<i>Gives Synergy Bonus to</i>
Bluff	Diplomacy, Intimidate, Sleight of Hand, Disguise (acting in character).
Craft	Appropriate Appraise
Craft (herbalism)	Heal
Decipher Script	Knowledge (arcane)
Escape Artist	Use Rope (binding foes)
Handle Animal	Ride
Jump	Tumble
Know. (architect)	Search (find secret doors or compartments)
Knowledge (local)	Gather Information
Know. (nature)	Survival (natural above-ground)
Know. (nobility)	Diplomacy
Know. (dungeon.)	Survival (underground)
Know. (warfare)	Initiative
Search	Survival (follow tracks)
Survival	Knowledge (nature)
Tumble	Balance, Jump, +1 to Dodge DV when fighting defensively
Use Rope	Escape Artist (escape rope), Climb with rope

## SKILLS

**Appraise** *Int*  
Common: DC 12  
2d6+3 x 10% on fail  
  
Rare/Exotic: DC 15+  
Fail gives no estimate

<i>Tool</i>	<i>Check Modifier</i>
Magnifying Glas	+2 Fine Detail
Scale	+2 by Weight

**Untrained**  
Common fail gives no estimate  
Rare success gives 2d6+3 x 10%

**Balance** *Dex, Armour*  
Success allows move at half speed.  
Fail by 1-4 means no move.  
Fail by 5+ mean fall.  
Take -5 to move at full speed or charge.  
One check required per move action.

While balancing, check required to add strength to parry on narrow surface, or when taking damage. With 5 ranks in Balance, strength may be added to parry without check.

<i>Width/Condition</i>	<i>DC</i>
Uneven flagstone	10*
Sloped or angled floor	10*
Hewn stone floor	19*
7-12 inches wide	10†
2-6 inches wide	15†
Less than 2 inches wide	20†

\*Check only required when running or charging. In this case, fail by 1-4 still allows normal movement.  
†Add Narrow Surface Modifiers

<i>Narrow Surface</i>	<i>DC Mod</i>
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Light slope or angle	+2
Severe slope or angle	+5

## Bluff

*Cha*  
**Special Uses**  
Feint (see combat sheet)  
Create a diversion to hide vs Sense Motive  
Deliver simple message DC 15  
Deliver complex message DC20

**Circumstance** *Opp. Sense Mot.*  
Target wants to believe you -5  
Believable/Small affect 0  
A bit hard to believe/Causes some risk +5  
Hard to believe/Causes significant risk +10  
Crazy +20

**Climb** *Str, Armour*  
Success allows climb at quarter speed.  
Fail by 1-4 means no move.  
Fail by 5+ means fall.  
Take -5 to move at half speed.

May not dodge or use shield during climb. May parry while stationary.

<i>Surface</i>	<i>DC</i>
Knotted rope and wall/Steep surface	0
Knotted rope/Rope and wall	5
Very rough wall/Rigging	10
Rough wall/Rope/Tree/Ledge	15
Slightly rough wall	20
Natural rock wall/Brick wall	25
Overhang/Handholds only	30

<i>Cumulative Modifiers to DC</i>	<i>DC Modifier</i>
Brace against opposite walls	-10
Brace against adjacent walls	-5
Slippery	+5
Climber's Kit	-2

Pitons can be emplaced at one minute each, one required per 3 feet. Climb DC 15.

Catch self while falling	Wall's DC +20
Catch self on slope	Slope's DC +10
Catch another	Wall's DC +10*

\*Must succeed at touch attack first. Fail by 5+ and fall. If cathee exceeds max load, fall if caught.

<b>Concentration</b> <i>Con</i>	
<i>Event</i>	<i>DC*</i>
Defensive Casting	15 + PP
Damaged	10 + damage
Continuous damage	10 + ½ damage
Distract by spell	Spell's save DC
Moving mount/rough seas	10
Galloping/Rapids/Storm at sea	15
Earthquake	20
Entangled	15
Grappled or pinned	20
High wind	5
Hail/Dust storm	10
Magical weather	Spell's save DC

\*When casting while distracted, add PP.

**Decipher Script** *Int, Trained Only*  
DC 20+  
On failure, Wis DC 5 to avoid drawing incorrect conclusions.

## Diplomacy

*Cha*  
Base DC is equal to 15 + target level + Wis modifier.

<i>Relationship</i>	<i>DC Modifier</i>
Intimate	-10
Friend	-7
Ally	-5
Acquaintance (positive)	-2
Neutral	0
Acquaintance (negative)	+2
Enemy	+5
Personal Foe	+7
Nemesis	+10

<i>Risk vs Reward</i>	<i>DC Modifier</i>
Fantastic	-10
Favourable	-5
Even	0
Unfavourable	+5
Terrible	+10

If check failed by less than 10, diplomat may try again if the risk vs reward is improved. If failed by less than 5, target may make counter offer.

**Diable Device** *Int, Trained*  
Fail by 5+ results in backfire.

<i>Device</i>	<i>Time</i>	<i>DC</i>
Simple	1 round	10
Tricky	1d4 rounds	15
Difficult	2d4 rounds	20
Wicked	2d4 rounds	25

+5 DC to hide tampering.

<b>Disguise</b> <i>Cha</i>	
<i>Disguise</i>	<i>Check Modifier</i>
Minor details only	+5
Change gender	-2
Change race	-2
Change age (per category)	-2

<i>Familiarity Mods for Spotter</i>	<i>Check Modifier</i>
Recognises on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

1d3 x 10 minutes to apply a disguise.

<b>Escape Artist</b> <i>Dex, Armour</i>	
<i>Restraint</i>	<i>DC</i>
Ropes	Use Rope result +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grapple	Grapple defence

<b>Gather Information</b> <i>Cha</i>	
1d4+1 hours.	
<i>Item</i>	<i>DC</i>
General news and gossip	10
Specific information	15+

**Handle Animal** *Cha, Trained*  
Get animal to perform known trick is DC 10. If wounded in any way, DC 12.

Get animal to perform unknown trick, forced march or hustle for an extended duration is DC 25.

Other uses p89.

**Heal Wis**

First Aid, Long Term Care (double heal rate) and Short Term Care are DC 15. First Aid may substitute for save checks versus poison and disease.

**Hide Dex, Armour**

<i>Speed/Action</i>	<i>Check Modifier</i>
½ or less	0
Up to full speed	-5
Run or charge	-20
Just took Ranged Attack action	-10
Stationary invisible	+40
Moving invisible	+20

**Intimidate Cha, Str or Int**

Opposed to 1d20 + level + Wis mod. Success intimidates for 1d6 x 10 min. +/-4 per size difference.

**Jump Str, Armour**

<i>Speed</i>	<i>Check Modifier</i>
>30'	+4 per 10' over 30'
<30'	-6 per 10' under 30'

Untrained: land prone unless check succeeds by 5+.

20' straight line running start or double DC.

Long jump DC = Distance jumped

High jump DC = Distance x4

Mounting a waist-high surface is DC 10 and uses 10' of normal movement.

DC 15 to reduce falling damage from a controlled jump by 1d6.

Medium creatures have 8' vertical reach.

**Knowledge Int, Trained**

<i>Difficulty</i>	<i>DC</i>
Easy Question	10
Basic Question	15
Tough Question	20 – 30
Monster abilities*	10 + HD

\*1 piece of information, +1 piece per 5 points over DC.

**Listen Wis**

Opposed by move silently, or:

<i>Sound</i>	<i>DC</i>
Battle	-10
People Talking	0*
Medium armour walking cautiously	5
Unarmoured walking cautiously	10
1* Level Thief moving silently	15
Whispering*	15
Stalking cat	19
Owl gliding	30

\*Beat by 10 to make out what is being said

<i>Condition</i>	<i>DC Mod</i>
Through door	+5
Through stone wall	+15
Per 10' of distance	+1
Listener distracted	+5

Listen at -10 to wake up from sleep.

**Move Silently Dex, Armour**

Opposed by Listen

<i>Circumstance</i>	<i>Check Modifier</i>
Up to one half speed	+0
Up to full speed	-5
Running/Charging	-20
Noisy terrain (scree, bog, undergrowth)	-2
Very noisy terrain (snow, dense undergrowth)	-5

**Open Lock Dex, Trained**

Full round action

<i>Lock</i>	<i>DC</i>
Very simple	20
Average	25
Good	30
Amazing	40

**Tools Check Modifier**

None	-2
Standard	+0
Masterwork	+2

**Perform Cha**

<i>Check Result</i>	<i>Standard</i>
10	Routine, 1d4 sq
15	Enjoyable 2d6 sq
20	Great, 1d8 sp
25	Memorable, 3d6 sp
30	Extraordinary, 6d6 sp

When trying to gain a better result with the same audience or in the same area, the DC required for higher results than that previously achieved increases by +2 per previous attempt.

**Ride Dex**

<i>Task</i>	<i>DC</i>
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Cover	15
Soft Fall	15
Leap	15
Spur Mount*	15
Control untrained mount in battle	20
Fast mount or dismount (armour penalty)	20

\*+10' movement, one point of damage to mount; damage doubles each consecutive round.

**Circumstance Check Modifier**

Mount unsuited for riding	-5
Bareback	-5
Military Saddle	+2 (stay in saddle only)

**Search Int**

<i>Task</i>	<i>DC</i>
Find specific item in chest of junk	10
Typical secret door or simple trap	20
Difficult non-magical trap (thief only)	21+
Well hidden secret door	30
Footprint	*

\*Use tracking DCs. Can spot but not follow print.

**Sense Motive Wis**

Opposed to bluff.

**Situation DC**

Hunch	20
Sense hypnotism	20
Discern secret message	Varies

**Secret messages**

If the character is the intended recipient of a secret message, the DC to understand it is 15 for simple messages and 20 for complex ones.

If trying to intercept a message, the DC is the opponents Bluff check. The Sense motive check receives a -2 penalty for each piece of information the eavesdropper is missing. Success of 4 or less spots transfer of information, but not details. Failure by 4 or less results in misinterpretation. Failure by 5 or more means the message is not spotted at all, while success of 5+ provides an accurate interpretation.

**Sleight of Hand Dex, Trained, Armour**

Standard action, or -20 free action.

DC +10 on retries while observed

<i>Task</i>	<i>DC</i>
Palm coin/minor legerdemain	10
Pick Pocket	20*

\*Opposed by Spot to detect attempt.

Under close observation, opposed by Spot, or Search +4 on frisk. May hide light weapons or similar items on self. +2 to hide dagger-sized.

**Spot Wis**

<i>Task</i>	<i>DC</i>
Read lips within 30'	15
Detect invisible	20

-1 penalty to read lips per 10'. Fail by -5 or more indicates incorrect details.

**Survival Wis**

<i>Task</i>	<i>DC</i>
Get along in the wild	10
½ speed while hunting or foraging*	10
+2 Fort vs inclement weather (+4 if static)**	15
Avoid natural hazards and getting lost	15
Predict weather up to 24 hours	15

\*Provide for one additional person per +2 success.

\*\*Provide for one additional person per +1 success.

**Tracking Terrain DC**

Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

**Tracking Condition DC Modifier**

Every 3 creatures in tracked group	-1
Creature size	Creature's DV modifier
Every 24 hours old	+1
Every hour of rain	+1
Fresh snow	+10
Overcast or moonless night*	+6
Moonlight*	+3
Fog or rain*	+3
Tracked group hides trail	+5

\*Apply only one

**Swim Str, Double Armour**

Successful check to move at half pace.

Fail by 5+ and go under

DC 20 check once per hour or 1d6 nonlethal damage.

<i>Condition</i>	<i>DC</i>
Calm water	10
Rough water	15
Stormy water	20

**Tumble** *Dex, Armour*

Reduce effective falling distance by 10' with DC 10 check.

Tumble checks can replace Dodge DV vs attacks of opportunity while moving at half pace.

<i>Condition</i>	<i>Check Modifier</i>
Moving full pace	-10
Tumbling through opponent's square	-10
Each additional enemy after the first	-2

A roll of 1 when tumbling through an opponent's square stops movement, as does a final result of less than 15. In either case, the character must use the lower of his Tumble check result and his normal Dodge DV.

**Use Rope** *Dex*

<i>Task</i>	<i>DC</i>
Tie firm knot	10
Secure a grappling hook	10*
Tie special knot	15
Tie a rope around yourself one-handed	15
Splice	15
Bind	opposed by Escape Artist**

\*+2 DC per 10', to 50' max. Failure by less than 5 indicates hook will give way after 1d4 rounds.

\*\*Binder gains a +10 bonus

Notes:

Tumble and Diplomacy skill listings do not follow the standard Conan rules. The Tumble skill use information uses a fairly common d20 house rule which prevents automatic Tumble success irrespective of enemy ability, while the Diplomacy system is courtesy of Rich Burlow and can be found in full at <http://www.giantip.com/Func0010.html>.

Some values in the herbs and alchemical items table have been determined by myself, as Free Companies did not provide this information.

Some conditions not mentioned in Conan, but present in the SRD have been added.