



CONAN

CIMMERIAN HUMAN WARRIOR

DISADVANTAGES

Despises Sorcerers OO
 Coarse Barbarian OO
 Loves to carouse O

INT	PER	WIL	CHA	STR	DEX	CON	SPD	CR	MR
+0	+0	+0	+0	+5	+1	+0	+0	+5	+0

Hero Points	Hit Points	Wealth Rating
5	20	+1

Skills

Athletics +5, Evade +10, Instinct +6, Language (Atlantean) +3, Lore (survival) (alpine) +2, Parry +10, Profession (slayer) +10, Resolve +5, Speak Language (Hyperborean) +10, Unarmed Fighting +7, Weapon (ranged) +10, Weapon (melee) +10

Talents

Cleave

Gear

Light half suit of armor, Battle Axe, Broad Sword Medium shield, Horse, and Traveler's Gear

Battle Axe				WR DoD	+0		
Acc	DR	WT	STR	RoF	AMMO	Rng	
-	15	4.5kg	+1	-	-	-	

Sword				WR DoD	-1		
Acc	DR	WT	STR	RoF	AMMO	Rng	
-	15	4.5kg	+0	-	-	-	

Armor	Medium Half Suit PR5
Shield	Medium Shield, +1 defense, +2 Parry

HUMAN RACIAL ABILITIES

ZEAL

Conan may add +2 to one roll per adventure

TYCHE

Conan can force a re-roll of any dice action that affects them directly, 1 time a game session. The roll need not be made by the Hero and may affect rolls made by the GM or other players when it pertains to the character. The re-roll must affect the Hero and may not manipulate fate for the benefit of others.

Note: The ability to affect rolls only applies to the Hero and never the group when a situation occurs that could affect more than one person.



Jusko '81