

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	L. ARM
3-5	6-8
TORSO	
9-14	

R. LEG	L. LEG
15-17	18-20

ARMOR QUALITIES	
-----------------	--

BELONGINGS

GOLD	
------	--

UPKEEP	
--------	--

PHYSICAL	
Vigor	

Wounds	
--------	--

--

MENTAL	
Resolve	

Trauma	
--------	--

--

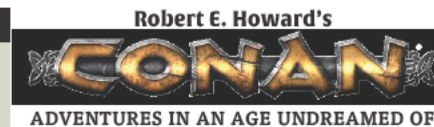
--

--

--

--

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		Skill	
Effect			

CASTE		Skill	
Effect			

BLOODLINE		Skill	
Effect			

EDUCATION		Skill	
Effect			

NATURE		Skill	
Effect			

ARCHETYPE		Skill	
Effect			Rank

OTHER		Skill	
Effect			Rank

OTHER		Skill	
Effect			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			

NAME			
Agi	Awa	Brw	
Coo	Int	Per	Wil
Skills & Details			

NAME								
Range/Reach	Grip	Size	Damage	Loads				
Qualities								

NAME								
Range/Reach	Grip	Size	Damage	Loads				
Qualities								

NAME								
Range/Reach	Grip	Size	Damage	Loads				

OTHER	Skill	
Effect		Rank
OTHER	Skill	
Effect		Rank
OTHER	Skill	
Effect		Rank
OTHER	Skill	
Effect		Rank
OTHER	Skill	
Effect		Rank

NAME					
Agi		Awa		Brw	
Coo	Int	Per	Wil		
Skills & Details					

Qualities										
NAME										
Range/Reach	Grip	Size	Damage	Loads						
Qualities										
NAME										
Range/Reach	Grip	Size	Damage	Loads						
Qualities										

[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	Duration	Cost to Learn/Cast
Effect		

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	Duration	Cost to Learn/Cast
Effect		

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		PHYSICAL	
		Vigor	
ARMOR SOAK			
HEAD			
1-2			
R. ARM		Wounds	
3-5			
TORSO			
9-14			
L. ARM		MENTAL	
6-8		Resolve	
R. LEG			
15-17			
L. LEG			
18-20			
ARMOR QUALITIES		Trauma	

BELONGINGS

GOLD	
UPKEEP	

CHARACTER NAME

CHARACTER NAME	

Robert E. Howard's



ADVENTURES IN AN AGE UNDREAMED OF

BACKGROUND

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	Skill
CASTE	
Effect	Skill
BLOODLINE	
Effect	Skill
EDUCATION	
Effect	Skill
NATURE	
Effect	Skill
ARCHETYPE	
Effect	Skill Rank
OTHER	
Effect	Skill Rank
OTHER	
Effect	Skill 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			

CREATURES

NAME				
Agi	Awa		Brw	
Coo	Int	Per	Wil	
Skills & Details				

NAME				
Agi	Awa		Brw	
Coo	Int	Per	Wil	
Skills & Details				

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									

MORE TALENTS

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

OTHER		Skill
Effect		Rank

ADDITIONAL BELONGINGS

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	Duration	Cost to Learn/Cast
Effect		

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	Duration	Cost to Learn/Cast
Effect		

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

GOLD

UPKEEP

BELONGINGS

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

Duration

Cost to Learn/Cast

Effect

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

Duration

Cost to Learn/Cast

Effect

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

BELONGINGS

PHYSICAL

Vigor

Wounds

MENTAL

Resolve

Trauma

GOLD

UPKEEP

Robert E. Howard's

CONAN

ADVENTURES IN AN AGE UNDREAMED OF

CHARACTER NAME

BACKGROUND

Age & Gender

Caste

Archetype

Education

Appearance

Personality

Languages

Homeland

Trait

Nature

War Story

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

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			

MORE TALENTS

[illegible]

ADDITIONAL BELONGINGS

An open notebook with two blank, lined pages. The pages are cream-colored with horizontal ruling. The notebook has a dark, textured cover visible around the edges. On the left page, there is a small, faint red mark near the top left corner. The right page has a small, dark, irregular mark near the bottom center. The notebook is laid flat, showing the central binding.

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

Duration

Cost to Learn/Cast

Effect

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

Duration

Cost to Learn/Cast

Effect