

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

PHYSICAL

Vigor

Wounds

--

MENTAL

Resolve

Trauma

--

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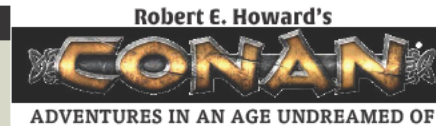
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CHARACTER NAME



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								

The diagram illustrates a process flow across five identical horizontal bars. Each bar is composed of three segments: a dark blue segment labeled 'OTHER', a light blue segment labeled 'Skill', and a white segment labeled 'Rank'. The 'Effect' label is positioned below the 'OTHER' segment of each bar.

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]

SPILLS

NAME		
Difficulty	Duration	Cost to Learn/Cast
Effect		

NAME		
Difficulty	Duration	Cost to Learn/Cast
Effect		

NAME		
Difficulty	Duration	Cost to Learn/Cast
Effect		

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STRESS & HARMS

COURAGE			

ARMOR SOAK			

HEAD	
1-2	

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

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

ARMOR QUALITIES			

BELONGINGS

GOLD			

UPKEEP			

CHARACTER NAME

CHARACTER NAME	

Robert E. Howard's



ADVENTURES IN AN AGE UNDREAMED OF

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		Rank	
Effect					

OTHER		Skill		Rank	
Effect					

OTHER		Skill		Rank	
Effect					

ATTRIBUTES & SKILLS

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Skill	Exp	Foc	TN
Acrobatics			
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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

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Coo	Int	Per	Wil	
Skills & Details				

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Qualities						
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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
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ADDITIONAL BELONGINGS

SPELLS

NAME		
Difficulty	Duration	Cost to Learn/Cast
Effect		

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Effect		

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ARMOR QUALITIES

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Vigor

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UPKEEP

BELONGINGS

Robert E. Howard's

CONAN

ADVENTURES IN AN AGE UNDREAMED OF

CHARACTER NAME

BACKGROUND

Age & Gender

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Caste

Trait

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Education

War Story

Appearance

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FORTUNE POINTS

REKNOWN

STANDING

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TALENTS

HOMELAND

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ATTRIBUTES & SKILLS

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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

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Skill Exp Foc TN

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WILLPOWER

Skill Exp Foc TN

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MORE TALENTS

[illegible]

ADDITIONAL BELONGINGS

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Cost to Learn/Cast

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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 cover visible around the edges. There are some faint stains on the right page and a small mark on the left page.

SPELLS

NAME

Difficulty

Duration

Cost to Learn/Cast

Effect

NAME

Difficulty

Duration

Cost to Learn/Cast

Effect

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