



# CONAN C&C DRAFT

Both the Castles and Crusades PHB and the Conan OGL rulebook (Atlantean or Pocket edition) are required to fully use this adaptation. This is not so much a conversion of Conan OGL to Castles and Crusades, but rather an amalgamation of the two games. The Conan OGL rules include many features new to D&D3e, adding some detail but always to bring out the atmosphere of the original stories. C&C cuts out a lot of material that adds detail without necessarily enhancing the atmosphere. I want to include the Conan OGL detail in a way that reflects the C&C aims, perhaps slightly more complex than basic C&C but remaining easy to prepare and fast to run.

## GENERAL RULES

### WEAPONS AND ARMOUR

Conan OGL groups weapons and armour into categories. Classes and races grant access to particular categories with penalties for non-proficiency use. Although this is slightly more complex than C&C, I decided to use it because it adds some difference between people. Most of the extra thought is in character generation, and shouldn't slow down play (and creates more of a Conan feel I think).

Most of this is character stuff. Opponents can still be described by just their Attack bonus based on hit dice, their weapon of choice or natural damage, their Parry and/or Dodge class, their armour damage reduction and their hit points. The DM can make the rest up.

### CATEGORIES

I don't intend to include the full charts here as this adaptation is usable with direct reference to the Conan OGL book, I don't want to infringe copyright, and besides the rulebook contains so much useable information, it is worth getting (at least the Pocket Rules).

### SIMPLE WEAPONS

Unarmed attacks, daggers, knives, clubs, maces, spears, staves, hunting bows, javelins, slings.

### MARTIAL WEAPONS

Axes, swords, heavy knives (e.g. "Zhaibar" or "Ghanata" knives), lances, hammers, arbalests, crossbows.

### EXOTIC WEAPONS

Very specialised, and usually only used by particular regions or cultures and not otherwise available. War or greatswords, sabres, tulwars, Hyrkanian, Shemite or Stygian bows, Bossonian Longbows.

### PROFICIENCIES GIVEN BY CLASS

CLASS	CATEGORIES AVAILABLE AT NO PENALTY
Barbarian	Simple and Martial weapons, Light and Medium Armour and Shields
Borderer	Simple and Martial weapons, Light Armour and Shields
Noble	Simple and Martial weapons, Light, Medium and Heavy Armour and Shields
Nomad	Simple and Martial weapons, Light and Medium Armour and Shields
Pirate	Simple and Martial weapons, Light Armour
Scholar	Simple weapons
Soldier	Simple and Martial weapons, Light, Medium and Heavy Armour and Shields
Thief	Simple and one-handed Martial weapons, Light Armour

Some races also grant the use of weapons either unconditionally or if the character class allows a certain category. See the individual entries for more information.

### NON-PROFICIENCY PENALTY

This is -4 to the attack roll for using a weapon without proficiency, or an improvised weapon. Using armour or a shield without proficiency results in the armour Check penalty being applied to all STR and DEX rolls, and other physical rolls, including attack rolls.

### CRITICAL HITS

On a "natural" roll of 20, the weapon always hits and damage is increased by the Critical multiplier for that weapon on the weapon chart (generally x2).

### BREAKING THINGS

Only roll basic defence if theirs is a strong likelihood that the attack will miss. Use the Conan RPG Hardness and Hit Points for specific objects and materials.

The Break DC becomes the Challenge Level to sunder an item in one blow. Subtract 13 from the Conan RPG break DC, as follows:

BREAK DC	CHALLENGE LEVEL
13-18	1-5
19-23	6-10
24-28	11-15
29+	16+

Weapon breakage uses the same system of Hardness and Hit Points.

# CHARACTER GENERATION

## ATTRIBUTE SCORES (C12)

Referred to in the Conan RPG as Abilities.

### STANDARD GENERATION METHOD

Roll 4d6, discarding the lowest, six times. Allocate to the six attributes.

### HEROIC GENERATION METHOD

Roll 1d10+8 six times. Allocate to the six attributes.

### ATTRIBUTE MODIFIERS (C&C)

ATTRIBUTE VALUE	MODIFIER
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

See the Conan RPG "The Abilities" section for ideas on how the C&C Siege Engine can be used to represent skill use.

### MOVE RATES

Use the C&C system. Option: if more detail is desired, use the Conan RPG system.

## RACES

All characters in the Conan RPG are human but there are significant physical and cultural variations between the different races of men. All characters get one Prime Attribute from their Class and are allowed to choose another.

### CIMMERIAN

+2 STR, +1 WIS Saving rolls (granted by the Cimmerian God, Crom).

-2 INT.

+2 Climbing rolls.

+2 to Hide, Listen, Move Silently, Spot and Survival rolls made in temperate or cold hills or mountains.

-2 to Diplomacy rolls and attempts at verbal bluffing.

Religion: Crom (otherwise lose the benefits he grants above).

Preferred Class: Barbarian.

Prohibited starting Classes: Noble, Nomad, Pirate, Scholar.

### HIMELIAN TRIBESMAN

+1 to Hide and Move Silently rolls.

An additional +2 to Hide, Listen, Move Silently, Spot and Survival rolls made in any hills or mountains.

+2 to starting Hit Points.

-2 to saving rolls against Hypnotism of any kind.

Preferred Class: Barbarian.

Prohibited starting Classes: Noble, Pirate.

### WAZULI

Dusk vision (C&C P36)

+2 to all Hide, Spot and Search rolls in conditions of darkness or dim light.

-1 morale penalty to all attack and skill-type rolls made in daylight.

Preferred Class: Barbarian.

Prohibited starting Classes: Noble, Pirate.

### HYBORIAN

A standard race for characters from Aquilonia, Brythunia, Corinthia, Khauran, Koth, Nemedra, and Ophir. Argossean, Barachan, Bossonian, Gunderman, Hyperborean and Tauran characters are treated separately.

Character may choose two skills (e.g. climbing, ride horse, swim, perform etc.). All attribute rolls for these skills are made at +2.

Familiarity with the Greatsword. Any Hyborian may use the Greatsword without a non-

## CONAN FOR CASTLES AND CRUSADES

proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

+1 Fate Points.

Preferred Class: all.

### ARGOSSEAN OR BARACHAN

+2 to all Information gathering, sailor-type, balance or rope use rolls.

Character may choose two skills (e.g. climbing, ride horse, swim, perform etc.). All attribute rolls for these skills are made at +2.

Familiarity with the Greatsword. May use the Greatsword without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

+1 Fate Points.

Preferred Class: Pirate.

Prohibited starting Classes: Nomad.

### BOSSONIAN

Any Bossonian may use the longbow without a non-proficiency penalty.

In addition they get a bonus of +1 to attack rolls with the longbow.

Character may choose two skills (e.g. climbing, ride horse, swim, perform etc.). All attribute rolls for these skills are made at +2.

+2 to Defence rolls when declared to be fighting defensively.

Though technically Hyborians, the Bossonians develop their skills with the longbow rather than the greatsword, hence the change in bonus, and get no modifier to Fate points.

Preferred Class: Soldier.

Prohibited starting Classes: Barbarian, Noble, Nomad, Pirate.

### GUNDERMAN

Any Gunderman may use the pike without a non-proficiency penalty.

In addition they receive a bonus of +1 to all attack and damage rolls with the pike.

Character may choose two skills (e.g. climbing, ride horse, swim, perform etc.). All attribute rolls for these skills are made at +2.

Familiarity with the Greatsword. May use the Greatsword without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

Reliable and unshakeable troops, Gundermen get +1 morale bonus on all WIS Saving rolls.

Gundermen get no modifier to Fate points.

Preferred Class: Soldier.

Prohibited starting Classes: Nomad, Pirate.

### HYPERBOREAN

+2 CON, -2 CHA.

Character may choose two skills (e.g. climbing, ride horse, swim, perform etc.). All attribute rolls for these skills are made at +2.

Familiarity with the Greatsword. May use the Greatsword without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

-1 to Diplomacy and gathering information rolls, and attempts at verbal bluffing or vocal performance.

+2 to all attempts at physical intimidation.

Hyperboreans get no modifier to Fate points.

Preferred Class: Soldier.

Prohibited starting Classes: Pirate.

### TAURAN

+1 to all Survival and Tracking rolls.

An additional +1 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in temperate forest or plains environments.

Character may choose two skills (e.g. climbing, ride horse, swim, perform etc.). All attribute rolls for these skills are made at +2.

+1 Fate Points.

Taurans gain no familiarity with the greatsword, preferring weapons that do not interfere with rapid movement through the woods.

Preferred Class: Borderer.

Prohibited starting Classes: Barbarian, Nomad, Pirate.

### HYRKANIAN OR TURANIAN

+1 to attack rolls with any type of bow.

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May use the Tulwar and Hyrkanian Bow without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

An additional +1 to the attack roll if the target is at Medium range, or +2 if at the target is at Long range. Standard range modifiers also still apply.

+2 to Diplomacy, gathering information and intimidation rolls made anywhere East of Zamora, West of Khitai, and North of Vendhya, so long as the character has a weapon visible (though not necessarily drawn).

-2 to saving rolls against Hypnotism of any kind.

Preferred Class: Nomad.

Prohibited starting Classes: None.

### **KHITAN**

+1 to all knowledge-type rolls.

+2 to all rolls to Move Silently.

+1 to all rolls of one of the following skills; Dodge, unarmed attack, Staff attack, Summoner, Ritual Sacrifice, or Hexer.

-2 to saving rolls against Hypnotism of any kind.

Preferred Class: Scholar.

Prohibited starting Classes: Barbarian, Nomad.

### **KUSHITE OR NORTHERN BLACK KINGDOM TRIBESMAN**

+2 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any hot environment.

+1 damage rolls when using any spear as a melee weapon.

Kushites may use any Simple weapon without a non-proficiency penalty (normally -4).

All Kushites start out as illiterate.

Preferred Class: Barbarian.

Prohibited starting Classes: Noble.

### **CHAGA**

The Kushite ruling class.

+1 to all Perform Ritual and Alchemy type rolls.

+1 to any roll to sense the motive of someone.

+1 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any hot environment.

+1 damage rolls when using any spear as a melee weapon.

Chaga may use any Simple weapon without a non-proficiency penalty (normally -4).

Choose one of the following: Stygian Bow proficiency (no penalty to use), +2 to Summoning or Hexing Sorcery rolls, power gain from Ritual Sacrifice (see separate section).

All Chaga start out as illiterate.

Preferred Class: Noble.

Prohibited starting Classes: None.

### **GHANATA**

Closely related to the Northern Black Kingdoms.

+2 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any hot desert environment.

+1 damage rolls when using Scimitars or Ghanata knives. They do not gain the usual Kushite bonuses to spear use.

Ghanata may use any Simple weapon without a non-proficiency penalty (normally -4).

All Ghanata may use Scimitars or Ghanata knives without a non-proficiency penalty.

+1 to all Ride rolls.

All Ghanata start out as illiterate.

Preferred Class: Nomad.

Prohibited starting Classes: Noble, Pirate.

### **NORDHEIMER**

+2 CON, -2 DEX.

+1 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any cold land.

+1 to damage rolls with any type of sword.

All Nordheimir may use Broadswords without a non-proficiency penalty (normally -4).

Nordheimir may also use the Warsword without a non-proficiency penalty if their class grants proficiency in Martial weapons.

Preferred Class: Barbarian.

Prohibited starting Classes: Noble, Nomad.

## PICT

+2 DEX, -2 INT.

+1 to all acrobatic and jumping type rolls.

+1 to attack and damage rolls against natural animals (missile weapons only get the damage bonus if the prey is at short range).

+2 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in temperate or warm forests.

All Picts start out as illiterate.

Preferred Class: Barbarian.

Prohibited starting Classes: Noble, Nomad, Pirate.

## SHEMITE

+2 to all Appraise, Spot and Bluff type rolls.

An additional +2 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any desert environment.

+1 to attack rolls with any bow.

+1 to damage rolls with any bow when the target is at short range.

All Shemites may use the Shemite Bow without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

-1 to all Saving rolls.

Preferred Class: Nomad.

Prohibited starting Classes: Borderer, Pirate.

## MEADOW SHEMITE

From the plains of western Shem.

+2 to all Appraise, Spot and Bluff type rolls.

An additional +1 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any plains environment. Meadow Shemites do not get any bonus for desert environments.

+2 to all Diplomacy type rolls.

+1 to attack rolls with any bow.

+1 to damage rolls with any bow when the target is at short range.

All Shemites may use the Shemite Bow without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

-1 to all Saving rolls.

Preferred Class: Soldier.

Prohibited starting Classes: Pirate.

## PELISHTIM

From Pelishtia in western Shem.

+2 to all Appraise, Spot and Bluff type rolls.

An additional +1 to Hide, Listen, Move Silently, Spot, Survival and Tracking rolls made in any plains environment. Pelishtim do not get any bonus for desert environments.

+2 to all rolls about the arcane knowledge.

+1 to attack rolls with any bow.

+1 to damage rolls with any bow when the target is at short range.

Pelishtim may use the Shemite Bow without a non-proficiency penalty (normally -4) if their class grants proficiency in Martial weapons.

-1 to all Saving rolls.

Preferred Class: Soldier or Scholar.

Prohibited starting Classes: Pirate.

## SOUTHERN ISLANDER OR SOUTHERN BLACK KINGDOM TRIBESMAN

+2 STR, -2 CHA.

+1 to all attack rolls with any type of spear or javelin.

All Southern Islanders may use hunting spears or clubs without a non-proficiency penalty (normally -4).

+2 to all Perform Dance type rolls.

+1 to Dodge rolls when unarmoured.

-2 on all saving rolls against fear or Terror.

All Southern Islanders start out as illiterate.

Preferred Class: Barbarian or Pirate.

Prohibited starting Classes: Noble, Nomad.

## DARFARI

Closely related to the Southern Islanders or Southern Black Kingdom Tribes.

+2 STR, -2 CHA.

+1 to attack rolls with any type of bludgeoning melee weapon.

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+1 damage to Bite attacks when Grappling, counts as lethal rather than subdual damage.

+2 to all Perform Drums type rolls.

+1 to Dodge rolls when unarmoured.

-2 on all saving rolls against fear or Terror.

All Darfari start out as illiterate.

Preferred Class: Barbarian.

Prohibited starting Classes: Noble, Pirate.

### STYGIAN

+2 to all Arcane Knowledge, Perform Ritual and Alchemy rolls.

+1 to attack rolls with the Stygian Bow.

-2 to all Saving rolls against Corruption.

All Stygians may use the Stygian Bow without a non-proficiency penalty (normally -4).

Preferred Class: Scholar or Noble.

Prohibited starting Classes: None.

### VENDHYAN

+2 to all Diplomacy, Sense Motive and Knowledge of the Nobility type rolls.

+1 to all Bluff, Gather Information and History type rolls.

+1 to attack and damage rolls when using the light Lance in a mounted charge.

All Vendhyans may use the lance in this way without a non-proficiency penalty (normally -4).

+1 to all WIS or will type Saving rolls except against Hypnotism.

Preferred Class: Soldier or Noble.

Prohibited starting Classes: Barbarian, Nomad.

### ZAMORIAN

+2 DEX, -2 STR.

+2 to all Open Locks, Disable device, and Sleight-of-Hand type rolls.

+1 to all Craft normal Item type rolls.

+2 to all Gather Information type rolls relating to theft, assassination, and the whereabouts or powers of legendary or magical objects.

+1 to all Climb, Hide, Listen, Move Silently, and Spot type rolls in urban and underground environments.

Preferred Class: Thief.

Prohibited starting Classes: Barbarian, Pirate.

### ZINGARAN

+2 CHA, -2 CON.

+1 to all Sense Motive type rolls.

-1 to all Diplomacy type rolls.

+1 to all Sailor, Balance and Use Rope type rolls.

All Zingarans may use the Arming sword without a non-proficiency penalty (normally -4).

+1 to attack rolls with the Arming sword.

+1 to attack rolls with the Broadsword if their class grants proficiency in Martial weapons.

Zingarans may also use the Greatsword without a non-proficiency penalty if their class grants proficiency in Martial weapons.

May perform a Sneak attack, as Thieves do, for an extra +1d6 damage if successful. If also belonging to the Thief class, the bonuses are cumulative.

Preferred Class: Soldier or Pirate.

Prohibited starting Classes: Barbarian, Nomad.

## CHARACTER CLASSES

Conan uses it's own character classes and bonuses. These replace the C&C classes and bonuses unless explicitly stated. Base Attack, Parry, Dodge and Magic Attack bonuses for each class are given in the Conan OGL book and are unchanged. The Experience Point requirement per Level and the Attribute gains per Level are also unchanged.

Attribute rolls resolve actions, with modifiers for the Race, Class and level of the character. Prime attributes determine the Challenge Base for Attribute rolls but the character level is not added to the roll. Instead bonuses are specific to abilities gained as the character increases in level.

NB. Multiclassing will be dealt with separately.

## HIT POINTS

Characters gain hit Points according to their Class plus Constitution bonuses up to level 10. Thereafter a fixed number is gained per level instead of rolling. Constitution bonuses are not added to these gains after Level 10.

PREVIOUS DICE	HIT POINT/LEVEL
d6	+1
d8	+2
d10	+3

## BARBARIAN

Prime Attribute: Choose between Strength, Dexterity, and Constitution. Hit Dice: d10.

Weapons/Armour Proficiency: Simple and Martial weapons, Light and Medium armour, and Shields.

## ABILITIES

### LEVEL 1

**TWO WEAPON FIGHTING:** May fight with a weapon in each hand getting two attacks with a penalty two less than normal. So both attacks are at -0 if at least one of the weapons is a Light Weapon or -4 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR (which still applies to damage).

(Normally, both attacks are at -2 if at least one of the weapons is a Light Weapon or -6 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR, which applies only to damage).

**FEARLESS:** +2 bonus to all CHA rolls versus fear or Terror.

**TRACK:** +1 to WIS rolls for Tracking.

**BITE SWORD:** Able to hold/carry a Light or one-handed slashing weapon in their teeth while moving, climbing etc. The weapon is available for use instantly, without needing time to be readied.

**VERSATILITY:** Non-weapon proficiency penalty is reduced to -2. At 7<sup>th</sup> level, Barbarians no longer suffer any Non-weapon proficiency penalty.

### LEVEL 2

**CRIMSON MIST:** the first time in a day that the Barbarian saves versus Terror, he flies into a rage. He gets bonuses of Attack and Damage rolls +2, CON and WIS saving rolls +2, Defence -2, HP +4, no Moving Silently or fighting with Finesse allowed. It lasts 3+(CON bonus) rounds but may be ended voluntarily. The Barbarian remains in control of his actions during this rage. At 11<sup>th</sup> level the Attack and Damage bonuses and the saving roll bonuses go up to +3.

### LEVEL 3

**TRAP SENSE:** DEX saving rolls and Dodge defence rolls versus traps get a +1 bonus. Further +1 gains are added at levels 6, 9, 12, etc.

**ENDURANCE:** +4 to all CON saving rolls.

### LEVEL 4

**UNCANNY DODGE:** able to use Parry and Dodge Defence even when flat-footed (surprised).

### LEVEL 6

**DIEHARD:** When reduced to -1 to -9 HP the Barbarian automatically becomes stable, rather than losing 1 HP per round. He can choose to be Disabled rather than unconscious, and each round can either move or act though the latter costs 1 HP each round if strenuous (combat, spellcasting, jumping etc.). Once at -10 HP the character falls dead.

### LEVEL 7

**VERSATILITY:** Barbarians no longer suffer any Non-weapon proficiency penalty.

### LEVEL 8

**IMPROVED UNCANNY DODGE:** Opponents attacking the Barbarian no longer get bonuses for attacking the flanks or rear, apart from Thief or Pirate classes whose level is at least four levels higher.

### LEVEL 10

**DAMAGE REDUCTION:** -1 damage from each individual wound (increases to -2 at 13<sup>th</sup> level, -3 at 16<sup>th</sup> level etc.)

### LEVEL 17

**UNCONQUERABLE:** Diehard changes to no HP loss for actions when below 0HP, and death comes at -(Level) Hit Points rather than at -10.

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### LEVEL 18

**WHEEL OF DEATH:** When he has enemies but no allies within 5 feet, the Barbarian gains an extra attack at his highest attack bonus.

### BORDERER

Prime Attribute: Dexterity. Hit Dice: d10.

Weapons/Armour Proficiency: Simple and Martial weapons, Light armour, and Shields.

### ABILITIES

#### LEVEL 1

**TRACK:** +1 to WIS rolls for Tracking.

**FAVoured TERRAIN:** Choose between Plains, Swamps, Hills, Forests or Mountains. When in Light armour in this terrain, receive a bonus of +1 to all rolls to Hide, Listen, Move silently, Search, Spot, Survival, and a +1 bonus to Dodge defence. These bonuses increase by +1 at levels 4, 8, 12 etc.

At 7<sup>th</sup> level choose a second favoured terrain with a bonus of +1, increasing by +1 at levels 12, 17 etc.

**TWO WEAPON FIGHTING:** May fight with a weapon in each hand getting two attacks with a penalty two less than normal. So both attacks are at -0 if at least one of the weapons is a Light Weapon or -4 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR (which still applies to damage).

#### LEVEL 2

**COMBAT STYLE:** choose either Archer's Rapid Shot: +1 shot per round, or

Two weapon defence: give up one attack for +2 to parry defence.

In either case, bonuses only apply when in Light or no armour.

#### LEVEL 3

**ENDURANCE:** +4 to all CON Attribute rolls.

#### LEVEL 4

**FAVoured TERRAIN:** The bonus for operating in Favoured Terrain increases to +2.

#### LEVEL 5

**COMBAT STYLE:** If previous style was Archer: able to shoot on the move without penalty.

If previous style was Two weapon defence: Instead of giving up an attack, gain an extra offhand attack at -5 plus the usual penalties. In either case, bonuses only apply when in Light or no armour.

#### LEVEL 6

**DIEHARD:** When reduced to -1 to -9 HP the Barbarian automatically becomes stable, rather than losing 1 HP per round. He can choose to be Disabled rather than unconscious, and each round can either move or act though the latter costs 1 HP each round if strenuous (combat, spellcasting, jumping etc.). Once at -10 HP the character falls dead.

#### LEVEL 7

**GUIDE:** leading others (numbering up to ½ level, rounded down) through favoured terrain, they get a +1 bonus to their rolls for Move silently, Survival, Search, and Hide.

**FAVoured TERRAIN:** Choose a second favoured terrain with a bonus of +1, increasing by +1 at levels 12, 17 etc.

#### LEVEL 8

**FAVoured TERRAIN:** The bonus for operating in primary Favoured Terrain increases to +3.

#### LEVEL 9

**TRACKING:** Able to move at normal speed while tracking with no penalty.

#### LEVEL 11

**COMBAT STYLE:** If previous style was Archer: No penalty for shooting at a target in anything other than total cover.

If previous style was Two weapon defence: Able to use Parry defence against a melee attack even when caught flat-footed.

In either case, bonuses only apply when in Light or no armour.

#### LEVEL 12

**FAVoured TERRAIN:** The bonus for operating in primary Favoured Terrain increases to +4.

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The bonus for operating in secondary Favoured Terrain increases to +2.

### LEVEL 13

**GUIDE:** leading others (numbering up to ½ level, rounded down) through favoured terrain, they get a +2 bonus to their rolls for Move silently, Survival, Search, and Hide.

### LEVEL 15

**HEROIC SACRIFICE:** In combat and at -10 hit points, the Borderer can opt to die for his friends or dependants. Each round that there are opponents within melee reach, the Borderer will continue to fight on, choosing to act or move as though his hit points were at -1 to -9, and not even Massive damage (20 or more points) can stop him. Only when there are no more opponents within reach will the Borderer die, and not even Fate points can prevent this.

## NOBLE

Prime Attribute: Charisma. Hit Dice: d8.

Weapons/Armour Proficiency: Simple and Martial weapons, Light, Medium and Heavy armour, and Shields.

## ABILITIES

### LEVEL 1

**TITLE:** The noble bears a title of nobility within his native country. See the Conan OGL rules for details.

**RANK HATH ITS PRIVILEGE:** Depending on one's native land, these might include the right to bear arms, to have armed and liveried retainers, the right of hospitality in another noble's domain, the right to attend the King's court and the right to a trial by one's peers. There is also the responsibility to support your liege and to honourably uphold the title.

**WEALTH:** As well as normal starting funds the noble initially receives a sum of 200 silver pieces plus 200 more per point of Charisma bonus. This amount is also subsequently received once per year, though the noble may have to return home to collect it (or even to ensure that taxes are collected to meet it).

### LEVEL 2

**SPECIAL REGIONAL FEATURE:** The noble receives a +1 bonus to the rolls specified for their region on

the Regional features table. These bonuses increase by +1 at levels 7, 12, 17 etc.)

### LEVEL 3

**LEADERSHIP:** The noble gains a +1 bonus to Leadership and Influence rolls.

### LEVEL 4

**SOCIAL ABILITY:** Choose one of the following:

**ALLY:** A powerful and influential person or family member may be petitioned to come to your aid (though twice in successive months will incur increasing penalties to a Charisma roll).

**COMELINESS:** If you continue to take a pride in your appearance, gain +2 to all Charisma rolls based on appearance.

**ENTERTAINER:** +2 to any attempt to perform music, a song, dance, poetry etc.

**SAVOIR FAIRE:** You have the ability to appear fashionable, cool and in control in social circles (at court, balls etc). This may be of benefit in dealing with others of your station at such functions.

### LEVEL 5

**LEAD BY EXAMPLE:** The nobles can choose to aid a colleague in combat rather than act directly themselves. This allows the colleague to add a bonus of +4 to either attack rolls or defence scores.

### LEVEL 6

**LEADERSHIP:** The noble gains a +2 bonus to Leadership and Influence rolls.

### LEVEL 7

**SPECIAL REGIONAL FEATURE:** These bonuses increase to +2.

### LEVEL 9

**LEADERSHIP:** The noble gains a +3 bonus to Leadership and Influence rolls.

**SOCIAL ABILITY:** Choose another Social Ability.

### LEVEL 10

**RALLY:** the noble is able to inspire Allies who get a bonus of +2 to saving rolls versus Terror.

**LEAD BY EXAMPLE:** This bonus increases to +6 to either attack rolls or defence scores.

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### LEVEL 11

**DO YOU KNOW WHO I AM?:** If the noble is able to detail their lineage, position and influence, they may overrule or intimidate opponents who must make a WIS saving roll with the noble's Charisma modifier as a penalty (plus any other relevant bonuses) or back down and be influenced by the noble.

### LEVEL 12

**SPECIAL REGIONAL FEATURE:** These bonuses increase to +3.

**LEADERSHIP:** The noble gains a +4 bonus to Leadership and Influence rolls.

### LEVEL 14

**SOCIAL ABILITY:** Choose another Social Ability.

### LEVEL 15

**LEADERSHIP:** The noble gains a +5 bonus to Leadership and Influence rolls.

**LEAD BY EXAMPLE:** This bonus increases to +8 to either attack rolls or defence scores.

### LEVEL 17

**SPECIAL REGIONAL FEATURE:** These bonuses increase to +4.

### LEVEL 18

**LEADERSHIP:** The noble gains a +6 bonus to Leadership and Influence rolls.

### LEVEL 19

**SOCIAL ABILITY:** Choose another Social Ability.

### LEVEL 20

**LEAD BY EXAMPLE:** This bonus increases to +10 to either attack rolls or defence scores.

## NOMAD

Prime Attribute: Constitution. Hit Dice: d10.

Weapons/Armour Proficiency: Simple and Martial weapons, Light and Medium armour, and Shields.

### ABILITIES

#### LEVEL 1

**TRACK:** +1 to WIS rolls for Tracking.

**ANIMAL HANDLING, RIDE:** +2 to Attribute rolls for these skills.

**FAVoured TERRAIN:** Choose between Plains, or Desert. When in Light armour in this terrain, receive a bonus of +1 to all rolls to Hide, Listen, Move silently, Search, Spot, Survival, and a +1 bonus to Dodge defence. These bonuses increase by +1 at levels 4, 8, 12 etc.

At 9th level the other terrain above is also favoured, with a bonus of +1, increasing by +1 at levels 14, 19 etc.

**TWO WEAPON FIGHTING:** May fight with a weapon in each hand getting two attacks with a penalty two less than normal. So both attacks are at -0 if at least one of the weapons is a Light Weapon or -4 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR (which still applies to damage).

**BORN IN THE SADDLE:** If the Nomad makes an attribute roll for Animal Handling or Ride, they may learn about the health of a mount, and determine the current Hit Dice and Hit Points of the beast. At 7th level the precise Attributes of the beast may be discovered and at 13th level the Nomad may perceive this information for up to three beasts per round. Note: the character will understand this as knowledge about the beast being strong, smart etc.

#### LEVEL 2

**MOUNTED COMBAT:** once per round, after a successful attack on their mount, the Nomad may make a free Ride roll (a DEX Attribute roll) to use instead of the mount's Defence score to negate a hit. If the Ride roll is greater than the Attack roll, the Attack has missed.

#### LEVEL 3

**ENDURANCE:** +4 to all CON saving rolls.

#### LEVEL 4

**FAVoured TERRAIN:** The bonus for operating in Favoured Terrain increases to +2.

**CHARGE:** +1 to the first Attack roll when charging in mounted combat.

#### LEVEL 6

**DIEHARD:** When reduced to -1 to -9 HP the Barbarian automatically becomes stable, rather than losing 1 HP per round. He can

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choose to be Disabled rather than unconscious, and each round can either move or act though the latter costs 1 HP each round if strenuous (combat, spellcasting, jumping etc.). Once at -10 HP the character falls dead.

### LEVEL 7

**MOUNTED ARCHERY:** The penalty for shooting from a moving mount is halved, i.e. -2 not -4 when a mount is cantering, -4 not -8 when the mount is at the gallop.

**BORN IN THE SADDLE:** If the Nomad makes an attribute roll for Animal Handling or Ride, they may learn the precise Attributes of the beast.

### LEVEL 8

**FAVoured TERRAIN:** The bonus for operating in Favoured Terrain increases to +3.

### LEVEL 9

**FAVoured TERRAIN:** Gain the second favoured terrain with a bonus of +1, increasing by +1 at levels 14, 19 etc.

### LEVEL 10

**RIE BY ATTACK:** On their turn in combat, the Nomad may make up to half their move, attack an opponent, and then complete their move. Unless the opponent acts at the same time or has held their action, they may not return the attack.

### LEVEL 11

**CHARGE:** +2 to the first Attack roll when charging in mounted combat.

### LEVEL 12

**FAVoured TERRAIN:** The bonus for operating in Favoured Terrain increases to +4.

**PRECISE SHOT:** No penalty for shooting at a target in anything less than total cover.

### LEVEL 13

**BORN IN THE SADDLE:** If the Nomad makes an attribute roll for Animal Handling or Ride, they may learn about the health of a mount, and determine the current Hit Dice and Hit Points of the beast, for up to three beasts per round.

### LEVEL 14

**FAVoured TERRAIN:** The bonus for operating in the second Favoured Terrain increases to +2.

### LEVEL 15

**SPIRITED CHARGE:** When charging into combat the Nomad does double damage with a melee weapon or triple damage with a lance.

### LEVEL 16

**FAVoured TERRAIN:** The bonus for operating in Favoured Terrain increases to +5.

### LEVEL 17

**LIGHTNING REFLEXES:** +2 to all DEX saving rolls.

### LEVEL 18

**CHARGE:** +3 to the first Attack roll when charging in mounted combat.

### LEVEL 19

**FAVoured TERRAIN:** The bonus for operating in the second Favoured Terrain increases to +3.

## PIRATE

Prime Attribute: Dexterity. Hit Dice: d8.

Weapons/Armour Proficiency: Simple and Martial weapons, Light armour.

## ABILITIES

### LEVEL 1

**SEAMANSHIP:** When aboard ship, the Pirate gets +1 to all Climb, Sailor, Use Rope, and Balance type rolls, and +1 to their Defence. This increases by +1 at levels 6, 11, 16 etc.

**FEROCIOUS ATTACK:** On the first round in combat the Pirate gets +2 to Initiative, Melee attack rolls and damage rolls, but -2 to Defence. He may not make a sneak attack when acting ferociously. These bonuses increase by +2 at levels 7, 13, 19 etc.

### LEVEL 2

**TWO WEAPON FIGHTING:** May fight with a weapon in each hand getting two attacks with a penalty two less than normal. So both attacks are at -0 if at least one of the weapons is a Light Weapon or -4 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR (which still applies to damage).

**PIRATE CODE:** Choose a Pirate Code with which to communicate with other pirates from

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Barachan Smoke and Rockets, Black Coast Drums, Vilayet Sea Flags or Zingaran Trumpets.

**BLOOD AND SLAUGHTER:** The Pirate may slay a helpless opponent in combat as a free action. The next round following this he gets a +4 bonus to intimidate any opponents that witnessed this deed.

### LEVEL 3

**SNEAK ATTACK:** If an opponent is caught flat-footed (surprised), the Pirate gets a damage bonus of +1d6 (not multiplied by a critical hit). This increases by +1d6 at levels 6, 9, 12 etc. A ranged attack must be within 30 feet. The damage may be subdual damage if desired.

### LEVEL 4

**UNCANNY DODGE:** Able to use Parry and Dodge Defence even when flat-footed.

### LEVEL 6

**SEAMANSHIP:** When aboard ship, the Pirate gets +2 to all Climb, Sailor, Use Rope, and Balance type rolls, and +2 to their Defence.

**SNEAK ATTACK:** If an opponent is caught flat-footed (surprised), the Pirate gets a damage bonus of +2d6.

### LEVEL 7

**BITE SWORD:** Able to hold/carry a Light or one-handed slashing weapon in their teeth while moving, climbing etc. The weapon is available for use instantly, without needing time to be readied.

**FEROCIOUS ATTACK:** On the first round in combat the Pirate gets +4 to Initiative, Melee attack rolls and damage rolls, but -4 to Defence, and a free extra attack.

### LEVEL 8

**RESIST POISON:** +1 to all CON rolls to resist poisons.

**IMPROVED UNCANNY DODGE:** Opponents attacking the Pirate no longer get bonuses for attacking the flanks or rear, apart from Thief or Pirate classes whose level is at least four levels higher.

### LEVEL 9

**SNEAK ATTACK:** If an opponent is caught flat-footed (surprised), the Pirate gets a damage bonus of +3d6.

### LEVEL 10

**NAVIGATION:** The Pirate may make a WIS roll for Navigation once daily at sea (gauging the winds, tides, stars etc.), and if successful will know precisely where they are. If the roll fails, they are off course and each day suffer a cumulative -1 to the roll until it is made when the Pirate will realise where they are.

### LEVEL 11

**SEAMANSHIP:** When aboard ship, the Pirate gets +3 to all Climb, Sailor, Use Rope, and Balance type rolls, and +3 to their Defence.

### LEVEL 12

**SNEAK ATTACK:** If an opponent is caught flat-footed (surprised), the Pirate gets a damage bonus of +4d6.

### LEVEL 13

**FEROCIOUS ATTACK:** On the first round in combat the Pirate gets +6 to Initiative, Melee attack rolls and damage rolls, but -6 to Defence, and a free extra attack. If the opponent is hit, they must make a WIS roll versus Terror or be stunned for 1d4 rounds in fear of the Pirate.

### LEVEL 15

**SNEAK ATTACK:** If an opponent is caught flat-footed (surprised), the Pirate gets a damage bonus of +5d6.

### LEVEL 16

**SEAMANSHIP:** When aboard ship, the Pirate gets +4 to all Climb, Sailor, Use Rope, and Balance type rolls, and +4 to their Defence.

### LEVEL 18

**SNEAK ATTACK:** If an opponent is caught flat-footed (surprised), the Pirate gets a damage bonus of +6d6.

### LEVEL 19

**FEROCIOUS ATTACK:** On the first round in combat the Pirate gets +8 to Initiative, Melee attack rolls and damage rolls, but -8 to Defence, and a free extra attack. If the opponent is hit, they must make a WIS roll versus Terror or be stunned for 1d4 rounds in fear of the Pirate. All other opponents witnessing this attack must save as above or will suffer -2 to attack rolls for 1d4 rounds.

## SCHOLAR

Prime Attribute: Charisma. Hit Dice: d6.

Weapons/Armour Proficiency: Simple weapons.

### ABILITIES

#### LEVEL 1

**BACKGROUND:** Choose a background by which you gained your knowledge, from those in the Conan OGL book; Acolyte: a member of a coven or secret society, in thrall to the leader.

**Independent:** no ties but may not have free choice of new sorcery styles (DM may have to choose).

**Pact:** in league with a demonic entity or dark force. Starts with a Corruption score of 1.

**Lay Priest:** a junior member of a church and limited to the sorcery styles known to the church.

**SORCERY STYLE:** Learn a Sorcery style and the basic spell associated with it. Further styles are learnt at levels 2, 4, 8, 12, etc.

**BASE POWER POINTS:** The scholar starts out with (4+WIS modifier) Power Points.

**KNOWLEDGE IS POWER:** On a successful INT roll the Scholar will know some relevant information about a local notable person, legendary items or noteworthy places. The powers of a magic item will not be revealed but a hint as to its general function may be given.

#### LEVEL 2

**SORCERY STYLE:** Learn a further Sorcery style and the basic spell associated with it.

**BASE POWER POINTS:** The base power points increase by 1. The maximum level of points that may be accumulated is twice the base level.

#### LEVEL 3

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known. A further Advanced spell is learnt at each new level hereafter.

**BONUS SPELL:** Gain a bonus spell if INT bonus is +1 or more.

#### LEVEL 4

**SORCERY STYLE:** Learn a further Sorcery style and the basic spell associated with it.

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

#### LEVEL 5

**IRON WILL:** +2 to all WIS saving rolls.

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

#### LEVEL 6

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**BASE POWER POINTS:** The base power points increase by 1. The maximum level of points that may be accumulated is now three times the base level.

#### LEVEL 7

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**BONUS SPELL:** Gain a bonus spell if INT bonus is +2 or more.

#### LEVEL 8

**SORCERY STYLE:** Learn a further Sorcery style and the basic spell associated with it.

#### LEVEL 9

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

#### LEVEL 10

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**BASE POWER POINTS:** The base power points increase by 1.

#### LEVEL 11

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**BONUS SPELL:** Gain a bonus spell if INT bonus is +3 or more.

#### LEVEL 12

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**SORCERY STYLE:** Learn a further Sorcery style and the basic spell associated with it.

### LEVEL 13

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**MAXIMUM POWER POINTS:** The maximum level of points that may be accumulated is now four times the base level.

### LEVEL 14

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

### LEVEL 15

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**BONUS SPELL:** Gain a bonus spell if INT bonus is +4 or more.

### LEVEL 16

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**SORCERY STYLE:** Learn a further Sorcery style and the basic spell associated with it.

**BASE POWER POINTS:** The base power points increase by 1.

### LEVEL 17

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

### LEVEL 18

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

### LEVEL 19

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**BONUS SPELL:** Gain a bonus spell if INT bonus is +5 or more.

**MAXIMUM POWER POINTS:** The maximum level of points that may be accumulated is now five times the base level.

### LEVEL 20

**ADVANCED SPELL:** Learn an Advanced Spell associated with a Sorcery Style already known.

**SORCERY STYLE:** Learn a further Sorcery style and the basic spell associated with it.

**BASE POWER POINTS:** The base power points increase by 1.

## SOLDIER

**Prime Attribute:** Choose either Strength (infantry or cavalry) or Dexterity (archers or skirmishers).  
**Hit Dice:** d10.

**Weapons/Armour Proficiency:** Simple and Martial weapons, Light, Medium and Heavy armour, and Shields.

## ABILITIES

### LEVEL 1

**TWO WEAPON FIGHTING:** May fight with a weapon in each hand getting two attacks with a penalty two less than normal. So both attacks are at -0 if at least one of the weapons is a Light Weapon or -4 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR (which still applies to damage).

(Normally, both attacks are at -2 if at least one of the weapons is a Light Weapon or -6 if both are one-handed weapons. DEX bonuses are used to attack in this style rather than STR, which applies only to damage).

### LEVEL 2

**WEAPON FOCUS:** +1 Attack bonus using a chosen weapon type used in the regiment or unit. Gundermen get Pike and Shield Combat.

### LEVEL 3

**FORMATION COMBAT:** the Soldier chooses a formation they have become familiar with:

**Heavy Cavalry:** when mounted and fighting within 20' of two allied Heavy Cavalrymen, the Soldier gets +1 to his armour piercing rating with any melee weapon. All three must be mounted and in medium or heavy armour.

**Heavy Infantry:** when fighting alongside two allied Heavy Infantrymen, the Soldier gets +1 to his damage rolls with any melee weapon. All three must be on foot and in medium or heavy armour.

**Light Cavalry:** when mounted and fighting within 20' of two allied Light Cavalrymen, the Soldier gets +1 to all melee attack rolls. All three must be mounted and in light or no armour.

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**Archer or Skirmisher:** when fighting within 20' of two allied Skirmishers, the Soldier gets a +1 bonus to defence. All three must be on foot and in light or no armour.

In each case the bonus is only gained if the allies have levels in the Soldier class.

**ENDURANCE:** +4 to all CON Attribute rolls.

### LEVEL 4

**WEAPON SPECIALISATION:** using the chosen unit weapon, the Soldier gets a +2 damage bonus (ranged weapons must be within 30' to get the bonus).

### LEVEL 6

**DIEHARD:** When reduced to -1 to -9 HP the Soldier automatically becomes stable, rather than losing 1 HP per round. He can choose to be Disabled rather than unconscious, and each round can either move or act though the latter costs 1 HP each round if strenuous (combat, spellcasting, jumping etc.). Once at -10 HP the character falls dead.

### LEVEL 7

**FORMATION COMBAT:** the Soldier chooses another formation they have become familiar with and may receive the appropriate bonuses.

### LEVEL 8

**GREATER WEAPON FOCUS:** the Attack bonus using a chosen weapon type used in the regiment or unit rises to +2.

### LEVEL 10

**CLEAVE:** in any round where the Soldier reduces an opponent to 0 HP or lower, they immediately get a free attack against a different adjacent opponent.

### LEVEL 11

**FORMATION COMBAT:** the Soldier chooses another formation they have become familiar with and may receive the appropriate bonuses.

### LEVEL 12

**GREATER WEAPON SPECIALISATION:** using the chosen unit weapon, the Soldier's damage bonus rises to +4 (ranged weapons must still be within 30' to get the bonus).

### LEVEL 14

**COMBAT EXPERT:** adjusting to fight more defensively, the Soldier may add from +1 to +5 to his Defence, subtracting the same amount from his attacks. This must be announced at the beginning of each round.

### LEVEL 15

**FORMATION COMBAT:** the Soldier chooses another formation they have become familiar with and may receive the appropriate bonuses.

### LEVEL 16

**IMPROVED INITIATIVE:** add +2 to the Initiative roll at the outset of a combat.

### LEVEL 18

**POWER ATTACK:** subtract a number of points (up to a maximum of the Bonus-to-Hit number) from a melee attack roll and add it to the damage roll. This must be declared at the outset of a combat and lasts until the end of the round.

### THIEF

Prime Attribute: Dexterity. Hit Dice: d8.

Weapons/Armour Proficiency: Simple weapons, light and one-handed Martial weapons, Light armour.