

CONAN RULES SUMMARY

CD (1=1, 2=2, 3-4=0, 5-6=1 + Effect)
In general, round up

Skills

- Basic test is 2d20.
- The maximum Expertise or Focus is 5.
- Target Number (TN) = Attribute + Expertise. Die roll <= TN is a success, Die Roll < = Focus is 2 successes.
- Each test is assigned a difficulty of 0-5, with the Difficulty = the number of successes necessary for the test to succeed.
- Maximum number of dice for any test is 5.
- Any successes over those required to succeed generate momentum on a 1 for 1 basis.
- A result of 20 is a Complication. A complication is a minor setback, that does not affect the success or failure of the test. 2 Doom may be paid instead of a Complication, at the PLAYERS request.
- An untrained test, when a character has no Expertise, generates a Complication on a 19 or 20.
- **Struggle:** 2 characters are working in opposition to each other.
 - If both succeed, the one that gets the most Momentum wins the Struggle.
 - In the event of a Tie, the player wins, though the GM may spend 1 Doom to win the Struggle.
 - When two NPCs or 2 PCs are Struggling, the winner of a tie is determined randomly.
- A character that voluntarily fails a D1+ test can pay a point of **Doom** and gain a **Fortune**.
- **Success at cost** generates 1 to 3 extra complications, over and above any generated by the Dice.

- **Working together:** GM designates 1 person as the leader and the others as the assistants. Assistants roll 1d20 against the Skill they are using the Assist, if the Leader scores at least 1 Success, the Assistants' Momentum/Successes are added to the Leaders, these d20s do not count toward the limit of 5d20. The assistants are limited to a total of +4d20.

Momentum

- Momentum spends can use any combination of Doom and Momentum.
- Unless the spend is marked Repeatable (R) Any given Momentum spend is only allowed by a character once in a round.
- Unspent Momentum may go into the group pool.
- Immediate (I) Momentum Spends can be spent at any time.
- The Group Pool of Momentum has a limit of 6. At the end of each scene or each round in an Action Scene the Pool is reduced by 1.
- NPCs automatically turn unspent Momentum into Doom for the GM. Allied NPCs do not add to the Doom Pool, and Players can donate Momentum from their Pool to Allied NPCs.
- Often Repeatable Spends are Repeatable at the GM's discretion.

General Momentum Spends

Create Opportunity (I, R)	Add 1d20 to a skill test for each Momentum.
Create Obstacle (I, R)	+1D to any skill test for each 2 Momentum.
Obtain Information (R)	Ask GM an additional question related to the skill used.
Improve Quality of Success (Often R)	Adds an effect to a success according to the Player, with GM approval.

Increase Scope of Success (Often R)	Adds additional area of effect of the success according to the player, with GM approval.
Reduce Time Required	Reduces the amount of time required to complete a task.

Action Scenes

- If the players take a lot of time talking about what they are going to do, the GM may take 1 Doom.
- **Range** is determined by Zones: Reach, Close, Medium, Long, Extreme.
 - **Reach:** "arm's reach" can take melee attacks on one another.
 - **Close:** Characters can converse Normally
 - **Medium:** An adjacent zone. Shouting to converse. Observation Tests at +1D.
 - **Long:** 2 Zones away. Shout to gain attention only, no conversation. Observation Tests at +2D.
 - **Extreme:** More than 2 Zones. Observation Tests at +3D.
- Smell is +0 at Reach, +1D at Close, and +1 more D per Zone beyond.
- Zones often have a terrain effect associated with it.
 - **Obstacles** Make an Athletics or Acrobatics D1 or D0 to cross Zones, failure halts movement.
 - **Hindrances** affect entire zones and provoke a Terrain Test (Athletics, or Acrobatics D1+ Skill Tests).
 - **Hazards** are either Hindrances or Obstacles but cause harm on a failed terrain test.
- **Climbing:** Athletics Test D2+, Climbing a vertical slope without tools is +1D, Climbing the underside of a horizontal surface is +2D

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- Jumping: Acrobatics Test: Small barrier or small gap is D0, Jumping up is D1+, jumping down is Falling -1D
- Swimming: water is Hindering Terrain, Athletics Test, D1, D0 for treading water.
- Flying: creatures that can fly, bypass ground obstacles and hindrances.

Falling

- Close: 2CD+Stun
- Medium: 4CD+Stun
- Long: 6CD+Stun+Vicious 1
- Extreme: 8CD+Stun+Vicious 1
- Attempt a D1 Acrobatics Test to reduce damage, 1 Armor Soak on success + 1/Momentum spent (R).

Drowning and Suffocating

- Resistance Test/turn D1+1 per turns since breath, Failure inflicts Fatigue = D of test.
- A successful Swimming test resets the D of test.
- Unconscious characters suffer 1 Wound/Turn until removed from water and revived with a successful D2 Healing test.

Disease

- A common cold is a D1 Resistance Test to avoid 1CD points of Fatigue.
- Virulence is the D of the Resistance Test to avoid catching the disease.
- Treating the disease is (Virulence+1)D Healing Test, the infected character *may* be able to assist using Resistance.

Fatigue/Despair

- Reduce maximum Vigor by 1/Fatigue, Resolve by 1/Despair.
- At 0 Vigor/Despair you fall unconscious, at any more Fatigue you die. At -1 Despair you become comatose/insensate.
- Recovering Fatigue: D1 Resistance test after 8 hours of rest out of all Fatiguing

conditions, success heals 1 Fatigue +1/Momentum spent (R). Survival or Healing may be used to assist.

- Recovering Despair: D1 Discipline test after 8 hours of rest including comfort, success heals 1 Despair +1/Momentum spent (R). Counsel and Persuade may be used to assist.
- Despair is gained on Complications from some Discipline tests or from the effects of some Horrors.
- Gain 1 Fatigue per failed Resistance Test.

Cold/Heat	<32F/>95F roll once per Hour, <-4F/>113F roll once per 10 minutes, ←-22F/>140F roll once per minute. Resistance test D1, +1D per additional test. Thirst: ½ gallon/Day less for 24+Brawn Hours make a D1 Resistance Test, additional test every 4 hours. 3 times water in very hot environments. Each additional test is +1D.
Starvation	After 3 days without food D1 Resistance test +1D per additional test. At least one reasonable meal per day is required.
Forced March	Travel normal pace for Brawn hours/day, twice pace for half Brawn hours. Make a D1 Resistance test/additional hour traveled. +1D per additional test.
Sleep Deprivation	After 48 hours without sleep, make a D1 Resistance test, make another test after every 8 additional hours without sleep. Suffer 1 Fatigue AND 1 Despair for each failed test.

Equipment

- Availability = Difficulty of a test to find an item for sale. This can be modified by circumstances. Society to find an item, Persuade at +1D to find a legal item or Thievery at -1D but the item is then marked as illicit, even if legal. Each Momentum spent (repeatable) reduces the

cost of the item by 1 Gold. The price is also reduced by the character's Renown, which may mean the price is 0 Gold. Each failure increases the D by 1. Generally, only one purchase per Upkeep.

- Petty Theft (pick pocketing) In a crowded marketplace D2 Thievery test 1 Gold +1 per Momentum spent (repeatable), +D for less crowded conditions.
- Selling: Same D Society test as buying the item, Success = ½ Cost in Gold +1 Gold/Momentum (repeatable) up to the listed price of the item. Failure = +1D on subsequent tests.
- Encumbrance: Characters can carry up to Brawn x 2 in Encumbrance without difficulty. Characters receive (Brawn x n)-2 (round up) additional Fatigue whenever Fatigue is gained. After Brawn x 5 the character must make an Athletics test at D((Brawn x n)-4), and the character receives Fatigue every scene.
- Mounts: passengers over the Passengers value count as 10 Stowage and add +1D to all Animal Handling tests. Any animal without the Mount quality is also +1D to Animal Handling tests when ridden.
- Vehicles: using fewer animals adds +1D to Animal Handling tests with the vehicle.
- Kits: using a skill without the necessary Kit, adds +1D to all tests. Kits generally have 3 Resources when new.
- Resources add +1d20
- Facilities: Adds -1D to all tests, include 10 Resources.
- Tools: Provide a benefit to a specific task for a specific skill.

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Actions & Attacks

- A round has no standard duration.
- Each character may take a standard and a minor action and any number of free actions.
- Normally PCs go first in a round.
 - A GM may spend 1 Doom to have a single NPC take an action before a PC.
- Surprise: A struggle between the 2 sides, the losers may pay 2 Doom or 1 Fortune to gain Surprise instead.
- Cover: Provides conditional Soak.
 - Light cover (obscuring cover) 2CD
 - Heavy Cover (solid objects) 4CD.
 - Morale: Some locations provide Morale Soak (a banner, fortification, etc.) 2-4CD of Morale Soak.

Making an Attack

- Melee: Uses the Melee Skill to hit a target within Reach. Defend reaction uses the Parry Skill.
- Ranged: Uses the Ranged Skill. Defend reaction uses the Acrobatics Skill.
 - Each range category different from the weapon's optimal range increases the test +1D. Using a Ranged weapon within Reach of an Enemy increases the test +1D and provokes a Retaliate Action.
 - Recovering shots at the end of combat, the character can roll 1CD per shot/Load, on an Effect, the shot cannot be recovered.
 - Reloads: +1d20 AND +1CD to the attack.
- Threaten: Uses the Persuade Skill. Defend reaction uses the Discipline Skill.
- Basic Attacks
 - Unarmed/Improvised Strike: Melee or Ranged 1CD damage, Reach 1, Improvised, Stun, Thrown

- Dual Wielding: use a Swift Action Momentum Spend to make a different type of attack (melee and ranged, melee and threaten) or use different tools (sword and dagger), reduces Momentum Cost to 1.

Reach and Guard

- Characters aware of an attack have Guard.
- Melee attack difficulty increases by +1D for every point the attacker's Reach is less than the defender's.
- If the defender loses Guard, the attacker gains +1d20 for each point of Reach the attacker's Reach is less than the Defender's.

Damage

- Harms: each one adds +1D to all associated Skill Tests. When stress goes to 0 = 1 Harm, when 5 stress or more in one attack = 1 Harm, when stress is 0 or less, a hit that causes Stress = 1 Harm. Once per scene when a character suffers a Wound, they can sacrifice a piece of armor a shield to prevent the Wound.
- Alternate Harms: some attacks cause a special effect rather than a normal Harm.
- Soak: reduces damage 1 for 1, conditional Soak is a CD of Soak.
- Recovering from Damage: A character recovers all Stress at the end of a scene, provided they can take a brief rest.
- Recovering a Harm: cannot be done during an adventure, but is recovered over time between adventures. During an adventure a D1 Skill Test can mitigate a Harm. If successful 1 Harm is mitigated + 1/Momentum. When a new Harm is suffered, all the mitigated Harms are suffered again.

Free Actions

Move	Withing Close Range, including into or out of Reach
Drop Item	Drop something held.
Drop Prone	+2 Soak for each Effect rolled, +1D for ranged attacks at Medium or longer range. +2 Momentum for Ranged attacks at Close Range or Melee attacks.
Simple Task	D0 tasks only.
Speak	You fool!
Withdraw	Only when allies outnumber enemies within Reach.
NO SKILL TESTS CAN BE A FREE ACTION	

Minor Actions

Clear	Removing a Status Effect from self or others.
Draw Item	Pull out an easily accessible item.
Movement	Move within Medium Range
Regain Guard	Parry Test at D(highest Reach of weapons wielded within Reach).
Stand up	Get up!

Standard Actions

Assist	Help another character with an action.
Attack	Melee, Ranged or Threaten.
Brace	Set an Unwieldy weapon to remove the difficulty of using the weapon.
Exploit	Aim at a target, Observation Test D1, modified by distance and lighting, Next attack gains Piercing 2, momentum from this test can be spent to add +1D20 and +1 CD.
Pass	do nothing.
Ready	wait for a situation to occur before taking a Standard Action. Lost before the character's next turn. But the second Standard Action, must use either a Fortune or Swift Action Momentum Spend (and be at +1D).

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Recover	Allows the character to recover Vigor or Resolve. Resistance or Discipline D1 Test to recover 2 Vigor or Resolve +2 more for each Momentum spent (repeatable). Character may re-roll any Cover dice until the start of the next turn.
Skill Test	Any other skill test.
Sprint	Move within Long Range.
Treatment	Use Healing or Counsel Test D(number of Harms suffered) to help an ally recover Vigor or Resolve. Recover 3 Vigor or Resolve + 3/Momentum spent (repeatable). Counsel can be used at range +1D per Zone, starting with Close.
Withdraw	Move out of Reach of an enemy without provoking a reaction. Move to any point within Close.

Reactions

Defend	Parry or Dodge to turn the attack attempt into a Struggle.
Protect	Parry attempt to turn the attack against an Ally into a Struggle, defender has D2 Test. Failed attempt, the attack hits original target, on a success defender is new target.
Retaliate	When an enemy attempts a non attack skill test within Reach, or when an enemy attempts to move out of Reach without using the Withdraw action. The Retaliate goes before the skill test.

Hit Locations

1-2	Head
3-5	Right Arm
6-8	Left Arm
9-14	Torso
15-17	Right Leg
18-20	Left Leg

Momentum Spends

Spend	Cost	Effect
Bonus Damage	1R	+1 damage
Break Guard	2	Attack or Defend Reaction only, target loses Guard
Called Shot	2	Choose hit location struck
Change Stance	1	Goes prone or stands up
Confidence	1R	Gain 1CD Morale Soak/Momentum up to 4CD.
Disarm	2-3	Knock weapon within Reach 2 for one hand grasp, 3 for 2 hand grasp.
Penetration	1R	Ignores 2x Soak
Re-roll Damage	1	Re-roll any damage dice.
Second Wind	1 I,R	Regain 1 vigor or resolve
Secondary Target	2	Strike a 2 nd target within Reach for half damage.
Subdue	1	The attack gains Non-Lethal Quality
Swift Action	2	Gain a second Standard Action at +1D
Withdraw	1	Leave Reach without provoking Retaliation

Damage Types

Damage Type	Stress	Soak	Harm	Recovery
Physical (Creature)	Vigor	Armor + Cover	Wound (Agl, Brw, Coo)	Resistance/Healing
Physical (Object)	Structure	Armor + Cover	Break (any test)	Crafts
Mental	Resolve	Courage + Morale	Trauma (Awa, Int, Per, Wil)	Discipline/Counsel

Conditions

Blind	Take 3CD Mental damage. Vision reliant skill tests +2D.
Burning X	Lasts number of rounds equal to Effects. At the end of the target's turn, they take X CD Physical (Incendiary, Effects increase Burning duration) and Mental damage Ignoring Armor Soak. A standing character may attempt a Clear Minor Action to end the Burning Condition, a prone character may use a Standard Action to roll around and end the Burning Condition (As a Clear Action, with -2D). Adding another Burning X condition adds more duration.
Dazed	All skill tests are +1D.
Deaf	Take 3CD Mental damage. Hearing reliant skill tests +2D.
Hindered	All movement requires +1 action level (Free to Minor, etc.), all terrain tests +1D.
Poisoned	Specific effects to poison + Staggered Condition.
Staggered	Pay 1 Doom to make a Standard Action, Pay 1 Fortune +1 normal Doom to make a Reaction.

Fortune

Add a Bonus d20 to skill test	+1d20 that rolls a 1.
Perform an additional Standard Action	Take a second standard Action.
Second Wind	Restore stress to full (Vigor or Resolve)
Overcome a Weakness	Ignore a Harm until the end of the scene.
Influence the Story	With GM approval, add a detail to the current scene.

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Displays (Threaten attacks)

A Character may use a specific Display only once per Scene until the character meets the requirement again.

Display	Skill	Range	Dam + Qualities	Req.
A Mighty Name	Command or Discipline	Close	XCD Area	Renown of 3+, X=renown
Dead Man's Stare	Melee	Close	3CD Area, Vicious 1	Head of a Toughened or Nemesis killed, Minor Action to Brandish it
Flaming Brand	Survival	Close	3CD Stun, Vicious 1	Large burning object, e.g. Torch
Impossible Feat of Might	Athletics	Med.	5CD Area, Stun	Perform a grand feat of strength
Knife to the Throat	Melee or Stealth	Reach	4CD Stun, Vicious 1	Holding a foe at knife point
Sorcerous Might	Sorcery	Med.	5CD Area, Intense	Cast a visible spell
Stain the Soil Red	Melee or Ranged Weapons	Close	XCD Area	Personally slay 3+ enemies, X= No. slain.
Steely Glare	Persuade	Close	2CD Stun	None.

Qualities

Weapon Qualities	
Area	The attack affects all targets within Reach and 1 additional target within Close per Effect. Complications may mean Allies are affected.
Backlash X	Attacker takes X damage for each Effect, ignores Soak.
Blinding	Inflicts an Alternate Harm of the Blind Condition, lasting the Scene or until cleared.
Cavalry X	Adds X damage for each Effect when used with a Charge Action.

Fearsome X	Adds X Mental damage for each Effect.
Fragile	Reduce damage rating by 1CD for each Effect.
Grappling	Effect means target is unable to move or take any action except escape using Athletics or Acrobatics D(Effect). Target is -1D to target with Exploit action. The target may be released as a Free Action.
Hidden X	Observation tests to detect the weapon when hidden are at DX, weapon may be concealed after an attack for 2 Momentum (X=1 or 2) or 1 Momentum (X=3)
Improvised	Does not do +1 damage on Effect.
Incendiary X	Target gains Burning Condition for Effect rounds, takes XCD physical + mental damage at end of turn. Ignores Soak. Effects on damage increase duration.
Intense	Inflicts +1 Harm.
Knockdown	Knocks target prone on Effect, unless target pays 1 Doom for each Effect.
Non-lethal	Inflicts Alternate Harm on target, if no other Alternate Harm is listed it is the Dazed condition.
Parrying	Reduces Doom cost of Defend or Protect reaction with Parry test by 1 Doom.
Persistent X	Target takes XCD damage at the start of each round/Effect. Can be avoided by paying Doom/Effect. Can be cleared by Clear Action.
Piercing X	Ignores X Soak for each Effect.
Shield X	Also Parry quality, can use Parry test to Defend against Ranged attacks. Grants +XCD Cover Soak against Melee and Ranged attacks with Guard. Can be sacrificed to avoid a Wound.
Spread X	For each Effect roll X additional hit locations, each location takes half damage.
Stun	Inflicts Staggered Condition if Effects, unless target pays 1 Doom/Effect.
Subtle X	Observation tests to detect an attack with the weapon are at +XD.
Thrown	Can be used as a ranged weapon with (range) range.

Unforgiving X	If an Exploit was used first add Intense and Vicious X.
Vicious X	+X damage per Effect
Volley	Can use a Load to add +1d20 and +1CD to attack.
Armor Qualities	
Heavy	+1 Fatigue
Noisy	+1D to Stealth tests
Very Heavy	+2 Courage Soak, minimum Reach 2, also Heavy and Noisy.
Creature Qualities	
Brain-Dead	Totally unintelligent creature. Cannot attempt Reactions, cannot suffer Mental damage.
Doom Herald	GM gains 1 Doom when creature enters scene.
Dread Creature X	Begins each scene with X Doom.
Familiar X	Aids a sorcerer with +xd20 to Sorcery Tests
Fast Recovery (Vigor or Resolve) X	Gain X Vigor or Resolve at the beginning of every turn.
Fear X	Causes a Discipline test at Dx or take Threaten attack CD Mental, All creature's Threaten attacks are +XCD.
Feed Upon Fear	GM gains 1 Doom when every a character take mental damage within Medium range.
Flight	Creature can Fly.
Incorporeal X	Creature can pass through solid objects, +X Armor Soak except from supernatural attacks.
Inhuman (attribute) X	Adds +XCD to damage or +X Stress depending on Attribute.
Inured to X	Takes no damage and is not affected by X.
Keen Senses (sense type)	-2D to Observation tests using the sense type.
Monstrous Creature	Very big creature, +1D on tests where size and weight would matter. Can use Unbalanced or 2-Handed weapons without an increase in Difficulty.

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Mount X	Can handle X riders, additional riders are +1D to Animal Handling tests each.
Night Vision	No increase in D to Observation tests in Darkness
Patron	Can be a Patron for Sorcery.
Unliving	Immune to Suffocation, Starvation, Thirst. Resistant to environmental damage -2D to Fortitude tests.

Creature Categories

Minions	Only get 1d20 on skill tests, Half Stress, no Reactions, 1 Harm. Cannot sacrifice armor. Cost 1 Doom.
Toughened	2d20 on skill tests, 2 Harm. Cannot sacrifice armor. Cost 2 Doom
Nemesis	Exactly like PCs, 3 Doom to use a Fortune.
Horror	Can be summoned by using Summon a Horror spell.
Undead	Can be summoned by using Raise up the Dead, can be put down by Placate the Dead.
Group	Up to 5 identical Minions, 1 action in combat, use 1d20 for each creature in Group. A Harm takes out a Minion. No Reactions. Can use Interpose to get in the way of an attack on an Ally within Reach, 1 Doom. Can use Special Weaponry if a single Minion has a unique weapon, 2 Doom for that Minion to attack separately.
Squad	1 Toughened Leader, 4 identical Minions, 1 action in combat, Leader gets +1d20 for each Minion. A Harm on the leader takes out a Minion. Called shot to target the Leader. No Reactions. Can use Interpose to get in the way of an attack on an Ally within Reach, 1 Doom. Can use Special Weaponry if a single Minion has a unique weapon, 2 Doom for that Minion to attack separately.

Fields of Expertise for NPCs

Movement	Any movement skill tasks: Acrobatics, Athletics, Sailing, Stealth
Combat	Any combat task: Melee, Parry, Ranged Weapons, Warfare
Fortitude	Any survival tasks: Discipline, Resistance, Survival
Knowledge	Any smarts tasks: Alchemy, Animal Handling,

	Craft, Healing, Lore, Linguistics, Sorcery
Social	Any influence tasks: Command, Counsel, Persuade, Society
Senses	Any perception tasks: Insight, Observation, Thievery

Riding Animals and Vehicles

- When traveling long distances, the rider may make an Animal Handling test which the animal may assist using Resistance. Failure applies the Fatigue on the Animal.
- **Mounted Combat**
 - When the rider would have to make an Acrobatics or Athletics test, the rider makes an Animal Handling test with the mount assisting using its Acrobatics or Athletics.
 - An attack on a mounted rider 1-10 hits rider, 11-20 hits mount. Spending Momentum to target a hit location chooses both the rider or mount and hit location.
 - Threaten attacks automatically target the mount, rider may Defend with Animal Handling.
 - Melee and Observation tests gain assistance from the mount due to height. Riders must use a minimum Reach 2 weapon when attacking.
 - If the rider is knocked prone, staggered, or otherwise becomes incapacitated, they fall from the mount suffering 3CD Stun, a D1 Acrobatics test mitigates damage as falling.
 - Attacking with a Ranged Weapon is +1D
- Beasts of Burden/Teams of Animals behave as a Mob (and make tests as a group).
- All Acrobatics tests are made by Driver at +2D.

- Carts and wagons cannot attempt Gallop or Charge actions, no Reactions involving Acrobatics.
- Carriages cannot attempt Charge, any failed attempt to overcome an obstacle or move through hindrance causes the carriage to suffer a Complication.
- Chariots behave as Mounts.

Attacking a Vehicle

- Roll hit location 1-2 = Animal, 3-4 = Vehicle, 5-6 Driver. Spend 1 Momentum to choose a target.
- Attacks on a vehicle gain 1 Momentum due to its size.

Mounted Actions

Minor	
Mount/ Dismount	Get on or off the mount
Trot	Move within Medium range
Canter	Move within Long range. Attacks by or on the rider are +1D
Standard	
Charge	Requires a war trained steed, move within Medium range. D1 Animal Handling test +1D for each point defender's reach is higher than attacker's. Success allows movement into Reach and a Melee attack, failure allows movement to Close range. For each momentum spent on the Animal Handling test (repeatable), the character may add +1d20 and +1CD to the melee attack, for 1 point of Momentum, add Knockback to the melee attack, for 1 point of Momentum, allow the mount to attack the target as well.
Gallop	D1 Animal Handling test, move within Medium range +1 zone per Momentum spent (repeatable). Skill checks by the rider are +2D.
Reactions are as normal.	

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Shield Walls (From Conan the Barbarian)

- Minimum 5 defenders, each must make a D0 Parry test at the beginning of the round.
- If no one succeeds, no members have Guard.
- If individuals fail, they don't have Guard, but are +1D to attack.
- Attacks against those who succeed are +2D + any bonus from Guard.
- Defenders may only use Reach 2+ or Ranged weapons to attack.
- Anyone Parrying individually forsakes the Wall and it will break up unless 2x characters attacked in Doom is paid.
- Mobs or Squads using Shield Wall are one entity.
- When a defender is knocked down or slain, everyone else must attempt a Minor Action to Regain Guard.
 - Failure means they do not benefit from Wall.
 - Complications means they are prone within Wall.
 - Up to half of the defenders in non-participants can be protected by the shield wall.
 - Non-participants protected do not have Guard.
- Moving: all defenders must make a Hazardous Terrain Test, Failure means they do not gain benefit from Wall, Complications mean they are outside of Wall.
- Shield Press: D1 Athletics Struggle.
 - Tie: each can decide to hold ground or withdraw.
 - Winner pushes back loser who takes 1CD/Momentum spent by winner.
 - If the presser loses the shield wall is broken.
- Attacking a Shield Wall:

- Make a called shot attack to legs or head of defender, +2D.
- Go over, under or through: D3 Athletics test, melee attacks with Reach 1 or 2 weapons get -1D.
- Use a Mount to break shield wall, Movement Test and +1D Animal Handling test.

Warfare (From Conan the Mercenary)

- The two forces are divided into one or more Companies formed of several Squads, and the most powerful Squad designated the Vanguard, typically the Squad with the leader.
- For an item, such as Heavy Armor, to be useful to the Company, at least half of the members must have the item.
- Command: Command Focus+1 determines how many Squads can be controlled as part of a Character's Company. Command is also used to rally and maintain morale of the Company.
- Warfare: measures the combat effectiveness of the Company.
- Rounds: each round is several minutes of actual time and could be up to an hour. The player's side goes first unless the GM spends 1 Doom to have an enemy Company go first.
- Distance: Zones in Warfare are much larger, but otherwise the same concept.
 - Range:
 - Melee weapons can be used at Close range.
 - Ranged Weapons can be used at Medium range.
 - Siege Weapons can be used at Long range.
 - Movement: A Company may move 1 Zone per Round, 2 if mounted.
- Battle Actions:

- Withdraw: move out of combat with an enemy Company without provoking an attack. Mounted Companies may withdraw without provoking an attack unless they are in combat with a Mounted Company.
- Fortify: Infantry Companies may fortify their position gaining -1D on defense tests. Company may not move without losing fortification. Unless they have shields, in which case, a Shield Wall can move while fortified until they make an attack.
- Attack: A Struggle between the Attacker's Warfare skill and the Defender's Command skill. The commander received teamwork dice for each additional Squad in the Company. Tests are base D0, modified by the Warfare Modifiers table.
 - If the Attackers win, they inflict 1 Squad of Casualties +1 per Momentum spent. Casualties come from the weakest Squads first.
 - If the Defenders win, they can spend Momentum:
 - Slog: Lower the next attacks D by 1 per Momentum.
 - Counterattack!: 3 Momentum can be spent to make an Attack action.
 - Stratagem: save the Momentum for the future.
- Siege Weapons: Each engine is a Squad, the commander must have the Artillerist talent.
 - Siege weapons ignore Defender's armor.
 - Breach: Successful attacks may use Momentum to remove the target's fortification status or permanently

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- remove one level of cover from the target zone.
- **Heroic Actions:** A PC may attempt one special action played out as a regular Action Scene or as a Quick Heroic Action Scene.
 - **Quick Heroic Action Scene:** Make two skill tests depending on the action attempted. The Squad or Company may assist if it makes narrative sense.
 - Special NPCs that take a Heroic Action, use Doom= Difficulty of the Quick Heroic Action Scene test to succeed.
 - **Challenges:** The PC attacks an enemy leader directly. The two Companies must be in combat, if the NPC does not wish to accept the challenge, the PC must make a Melee, Athletics or Stealth test with D= # of enemy squads in Company. The fight is played out as a regular fight.
 - **Failure:** The PC escapes with their life, but the accompanying Squad or Company is wiped out, killed or captured.

Light Cover (forest, light walls)	+1
Heavy Cover (stone walls)	+2
Light Fortifications	+1
Heavy Fortifications	+2

Warfare Modifiers

Attacker Conditions	DM
Defender has shields	+1
Defender has mounts, attacker does not	+1
Defender has Light armor	+1
Defender has Heavy Armor	+2
Defender has Very Heavy Armor	+3
Attacker has mounts, defender does not	-1
Defense Modifiers	DM
Defender has longer reach weapons	-1

CONAN RULES SUMMARY

Sorcery (Includes the Book of Skelos)

Learning Spells

- 1 Spell is learned from the Sorcerer Talent of the Sorcery skill.
- Additional Spells are learned from the Patron and Barter your Soul talents of the Sorcery skill.

Patrons

- Taking the Patron talent of the Sorcery skill at character creation gains the PC a Patron.
- Patrons that are lost, due to death or otherwise, cause a D5 Discipline test, otherwise their teachings are lost as well. If the PC planned the loss, the test is D4. If the test is failed, the PC suffers a +2D on tests involving all Spells and Enchantments taught by the Patron.
- Finding a Patron requires a D3 Lore, Society or Sorcery test, and an arduous trek. A Patron may be an Outer Dark entity or a human sorcery or cult.
- A bargain must be made to a Patron and then the Patron talent can be bought. The bargain will involve a demand.
- A demand costs 5CD Gold, Vigor or Resolve paid during upkeep. But it should be some strange, corrupting request regardless of the type of patron.

Alternate uses for the Sorcery Skill

- Investigative
 - Recognizing Spells and Enchantments: D4, -1D for Patron, -1D is Sorcerer knows the spell. Can use Sorcery or Alchemy.
 - Can be used to identify spells from the effects OR the accouterments the Sorcerer has on them.
 - Gaining information about a rival from their name D2 Sorcery test.

- Gaining information from a rival's journals is a D3 Sorcery test.
- Recognizing a spell that is being cast is a D2 Sorcery test.
- Learning the dangers of a ruin results in a D1 Sorcery test, any Momentum goes into the pool, each Consequence results in 2CD Resolve damage to those prepared as they are unnerved by what they hear.
- A Minor Action D2 Sorcery test can tell the Sorcerer if an effect has been caused by real Sorcery or by fakery. A 1 point Momentum spend by any PC on any suitable skill tests can give the same information.
- A D0 Sorcery test can be used like an Observation test to determine what Consequences, offerings used and whether the spell was cast by an inhuman Sorcerer. 2-3 Momentum spent can even allow tracking the caster for a short distance.
- Experimental
 - A Tome of Sorcery can be used to learn new Momentum spends for a spell. D3 Sorcery test.
 - Without a Tome of Sorcery, trial and error can be used to learn a new Momentum spend for a spell: D4 Sorcery test and uses one Offering.

Petty Enchantments

- 1 Petty Enchantment is learned for each rank in the Alchemy skill. This grants the Simple (D0) version of the Enchantment. More difficult Enchantments are learned with the Master of Formulae talent or can be figured out with the Dabbler talent.
- Each Petty Enchantment requires 1 or more Ingredients.

- Ingredients can generally be made from common materials with a D1 Alchemy test.

Casting a Spell

- First take a Minor Action to Focus, followed by a Sorcery test.
- Each failed die causes a Complication.
- Each 20 causes 2 Complications!
- If the Sorcerer does not Focus first, a 19-20 causes 2 Complications.
- All spells have a Resolve cost to cast, which is paid whether the spells succeeds or fails.
- If the Character does not have their Sorcerous Garb and Talismans +1D to tests.
- Alternately, the skill test to cast a spell can be a test of Consequences.
 - The spell test succeeds! BUT!
 - The player still rolls and every missed Success or Momentum on the spell test results in a Complication, a failed die roll results in 2 Complications and a 20 results in 3 Complications! (?)
- Offerings may give extra d20 or Momentum on tests.

Sorcery Momentum Spends

Spend	Cost	Description
Cast in Whispered Tones	1 R	Observers must make Dx Observation test to notice the spell. X is Momentum spent.
Listening to Shadows	1 R	When using Sorcery to gather information each Momentum gains one info about caster.

Counter Spells

- Turns the casting into a Struggle.
- The Counter speller must be able to cast the spell.

CONAN RULES SUMMARY

- The Counter must pay the Resolve cost for the spell.
- The Counter must witness the casting of the spell.

Ritual and Sacrifice

- Human sacrifice gains the Sorcerer 1 additional Momentum, 10 sacrifices gain 2 Momentum, 100 gains 3, etc. Serious side effects should be imposed, see Core book pg. 171.
 - A Greater Sacrifice is defined by the GM or Sorcerer prior to finding the victim. Greater Sacrifices provide 2 Momentum each.
 - Voluntary sacrifices count as Greater Sacrifices and Acolytes, but do not need to contribute Teamwork dice.
 - The first time a human sacrifice is used, the Sorcerer automatically fails any Discipline test.
 - Sacrifices regarded as less than human provide 0 Momentum.
 - Momentum is only gained on a successfully cast spell and must be used immediately.
 - Every 20 sacrifices require 1 Initiate to help with. This reduces the Momentum gained by 1.
 - Sacrifices require a Dx Discipline test, where x is expected Momentum gain before the sacrifice. Failure causes 2x Resolve damage. If no successes are gained, the Sorcerer immediately takes 1 Trauma.
 - After the spell is cast and the sacrifices are dead, the Sorcerer makes another Dx Discipline test as before the spell.
- Ritual Magic up to 2x members as the Master has Sorcery Expertise.

- The Master makes the ultimate roll to succeed with the spell.
- Votaries act as Acolytes and add an additional 1 Momentum each. Must also know spell.
- Acolytes must know Sorcery skill, but do not need to know spell, roll 1d20 and add their successes to the Master's. Failures cause Consequences and 20s cause 2 Consequences.
- Initiates do not know Sorcery, roll 1d20 against Willpower, Successes add to the Master's, Failures add Consequences, 19-20 add 2 Consequences.
- Consequences can cause injury to Initiates or Resolve damage to any witness.

Astrology, Mesmerism, and the Mummer's Arts

Herbalism