Conan 2d20 (Template)

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Step 1 - Homeland

Homeland:

Languages:

Homeland Talent:

Step 2 - Attributes

	Starting	Mandatory	Optional	Best	Worst	Nature	Finishing Touches	Total
Agility	7							
Awareness	7							
Brawn	7							
Coordination	7							
Intelligence	7							
Personality	7							
Willpower	7							

Step 3 - Caste

Cacto	
Caste	

Caste Talents:

Skills:

Story:

Trait:

Social Standing:

Step 4 - Archetype

Archetype:

Career Skill:

Mandatory Skills:

Elective Skills (Choose two from):

Equipment:

Step 5 - Nature

Nature:

Attribute:

alent:
Step 6 - Education
Education:
Mandatory Skills:
lective Skills (Choose two from):
alent:

Elective Skills (Choose two from):

Step 7 – War story

War Story:

Equipment:

Improvement Skills:

Mandatory Skills:

Step 8 - Finishing Touches

Attribute (combination up to +2 ranks):

Skills (combination up to +3 ranks):

Talent:

Skills	Caste	Archetype	Nature	Education	War Story	Finishing Touches	Expertise	Focus	Talents
Acrobatics									
Alchemy									
Animal Handling									
Athletics									
Command									
Counsel									
Craft									
Discipline									
Healing									
Insight									
Linguistics									
Lore									
Melee									
Observation									
Parry									
Persuade									

Ranged Weapons					
Resistance					
Sailing					
Society					
Sorcery					
Stealth					
Survival					
Thievery					
Warfare					