

Conan Cheat Sheet

MOMENTUM SPENDS (pg. 102-104, 118)

Bonus Damage	1R	Increase the damage of any attack by 1 point (not 1CD)
Break Guard	2	Target loses Guard.
Called Shot	2	Choose hit location of a physical attack.
Change Stance	1	Character either goes prone or stands up.
Confidence	1R	Character gains 1CD Morale Soak per Momentum spent (up to 4). Lasts 1 round.
Create Obstacle	2R	Increase the difficulty of an enemy's Skill Test by 1 rank. Repeatable up to 3 times. Lasts for only 1 attempt at Skill Test, regardless if successful, prior to roll (pg. 103)
Create Opportunity	1R	Add 1d20 to a Skill Test. Repeatable up to the regular maximum of 5 total d20
Disarm	2-3	Target's weapon is knocked to the ground within Reach. Momentum cost is 2 if weapon is held in one hand, or 3 if weapon is braced or held in two hands.
Obtain Information	1R	For each point of Momentum Spent, the player can ask the GM one question about the situation that can be determined by the skill used (ex: Diagnose from Healing)
Penetration	1R	Damage inflicted by current attack ignores two Soak for every Momentum spent.
Re-roll Damage	1	Player may re-roll any number of Damage Dice from character's current attack.
Second Wind	1R	Character chooses type of damage and recovers 1 point per Momentum spent.
Secondary Target	2R	A second target within Reach of the primary target is also affected by the attack, suffering half of the attack's damage (rounding up) to a random hit location.
Subdue	1	The attack gains the Non-Lethal Quality.
Swift Action	2	The Character gains an additional Standard Action, increasing the Difficulty by one step on any Skill Tests that action requires.
Withdraw	1	Character leaves the Reach of an enemy without triggering any Retaliate Reactions.
*Other effects include Improving Time Required, Improving Quality of Success, or Improving Scope of Success. Up to the Game Master to decide if allowable, Momentum cost, or Repeatable. See Page 104.		

FORTUNE POINTS (pg. 274-275)

Bonus Die	Add 1d20 to Skill Test. Counts toward the maximum of 5d20. The die is treated as if it rolled a 1.
Bonus Action	Perform an additional Standard Action for one turn.
Second Wind	Recover all lost Vigor or Resolve (choose one)
Overcome Weakness	Ignore effects of Wounds or Trauma (choose one) until the end of the current scene.
Story Declaration	Introduce a fact or add a detail to the current scene, with the Game Master's approval.

DISPLAYS OF MIGHT & POWER (124-126)

Name	Skill (can use Persuade for any)	Range	Dmg	Qualities
A Mighty Name	Command or Discipline	Close	X CD	Area
Dead Man's Stare	Melee	Close	3 CD	Area, Vicious 1
Flaming Brand	Survival	Close	3 CD	Stun, Vicious 1
Impossible Feat of Might	Athletics	Medium	5 CD	Area, Stun
Knife to the Throat	Melee or Stealth	Reach	4 CD	Stun, Vicious 1
Sorcerous Might	Sorcery	Medium	5 CD	Area, Intense
Stain the Soil Red	Melee or Ranged Weapons	Close	X CD	Area
Steely Glare	Persuade only	Close	2 CD	Stun

SUMMARY OF ACTIONS (pg. 113-117)

FREE ACTIONS	
Adjust	Moving within Close Range of in and out of Reach.
Drop Item	Drop an item held in one or both hands.
Drop Prone	Dropping prone on the ground.
Simple Task	Any simple test requiring no Skill Test or a Simple (D0) test.
Speak	Speaking without using a Communication skill.

MINOR ACTIONS

Clear	Ridding self or item from ongoing Condition.
Draw Item	Drawing an item or Weapon.
Movement	Moving within Medium Range.
Regain Guard	Stepping back and defending, requiring a Parry Test.
Stand	Standing from a Prone position

STANDARD ACTIONS

Assist	Granting an ally an advantage.
Attack	Attack a foe.
Brace	Steady an unwieldy weapon for attack.
Exploit	Observing a foe for a weakness.
Pass	Do nothing.
Ready	Holding another action to perform later.
Recover	Attempt to recover lost Vigor or Resolve
Skill Test	Attempt a Skill Test.
Sprint	Moving to any point in Long Range.
Treatment	Treating an ally within reach to recover Vigor or Resolve.
Withdraw	Withdrawing from Close range, to avoid a Retaliate Action.

REACTIONS

Defend	Parrying, Blocking, otherwise avoiding an attack.
Protect	Defending an ally from an attack.
Retaliate	Attacking a nearby foe when an opportunity is presented.

CONDITIONS (pg. 126)

BLIND	Character suffers 3 CD Resolve. Skill Tests requiring sight are 2 Difficulty steps higher.
BURNING X	Lasts for number of rounds equal to number of Effects rolled. At the end of each round, Target suffers X CD Physical and Mental Damage. Ignore armor Soak. And damage caused has the Incendiary attack Quality and Effects rolled indicate number of rounds the character is aflame. Character may attempt a Clear Minor action to remove this condition, while a Prone character may spend a Standard Action rolling on the ground (treat as a Clear Action, but 2 Difficulty levels less). Any additional Burning increase duration by number of Effects rolled.
DAZED	All Skill tests increased by 1 Difficulty level for the condition's duration.
DEAF	Character suffers 3 CD Mental Damage. All Skill Tests that use hearing (Observation, Persuade, etc.) increase by 2 steps.
HINDERED	Character cannot attempt any movement as a Free Action. Character may only move within Close Range as a Minor Action.
POISONED	While specific effects vary on toxin, the general effect is the Staggered Condition.
STAGGERED	Character can only perform a Standard Action during their turn, but at the cost of 1 Doom. Staggered character cannot perform a Reaction unless spending a Fortune Point in addition to normal Reaction Doom cost.