ASTRENOR

RULE BOOK



BROJECT GAMES

CHARACTER SHEET ONLINE

Rules of the game
Astrenor Role Playing Game

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Astrenor is a fantasy role-playing game developed by Broject Games, the publisher behind the Character Sheet Online website. In this game, players embody young adventurers seeking glory, destined to experience adventures as whimsical as they are intriguing. They will journey to meet the diverse civilizations of this world in order to uncover the truth and make decisions that will forever impact their own story and that of Astrenor.

The game offers both simple rules that prioritize storytelling and a tactical combat system, appealing to both beginner role-players and fans of board games.

> Astrenor character sheets have been designed and optimized for use on the charactersheetonline.com website (also known as CSO). However, using this platform is not mandatory to play a game of Astrenor.

What Is a Tabletop Roleplaying Game?

A tabletop roleplaying game, or TTRPG for short, is a game in which participants design a narrative fiction together through the interpretation of characters, within self-imposed game constraints.

To play a role-playing game you will need a game leader called the Game Master (GM) and a group of players (1 to 4 recommended).

The Game Master is the person who ensures that a role-playing game runs smoothly. They describe situations to the players, play the other characters, and make decisions about the course of action, in accordance with the rules imposed by the role-playing game.

The players each play a character who evolves in the universe depicted by the Game Master. They each have a character sheet containing information about their character's personality, history, abilities and possessions. Players are free to make their own choices and take their own actions, as long as these are possible for their character, and they must work together to solve quests and face challenges.

The universe of Astrenor

The story of our adventurers unfolds in a medieval world imbued with magic, named Astrenor. Science and technology are beginning to emerge and blend with magic, gradually revolutionizing the daily lives of its inhabitants. Originally, Astrenor was inhabited by four distinct major species: Humans, Elves, Dwarves, and Orcs. Today, these different peoples live in a precarious harmony within more or less cosmopolitan societies, where mixing is prevalent. These new nations, with constantly redefined borders, are scattered across three vast continents: Rautha, Asgure, and Tolan.



Rautha is a continent with diverse landscapes, rich fauna and flora, and vast arable lands. Long engaged in war, the nations of Rautha are now unified thanks to the Alliance of the Three Kingdoms, formed to confront the threat from Asgure.

This continent consists of the Republic of Rautha, the Human kingdom of Irdian, the Elven kingdom of Epheria, the Dwarven kingdom of Drukh, and the Duchy of Velugian, a territory militarily occupied by the allied forces.

The Republic of Rautha is the continent's hub, governed by President Panorius, a good and scholarly man who has garnered the sympathy of the inhabitants through his economic policies that have fostered technological and scientific development in parts of the continent.

Asgure is mostly a desertic and rocky territory where crops struggle to grow. The inhabitants mainly rely on fishing and the exploitation of coal and iron mines. Due to the limited resources of the continent, Asgure's troops have been attempting for years to gain a foothold on the continent of

Rautha, but with little success. Since the last defeat against the allied forces of Rautha, the majority of Asgure's inhabitants live in great poverty while a tiny portion benefits from the scarce resources of the continent.

This continent comprises the Empire of Korimdor, the Theocracy of Elrig, designated as the holy land of the fire cult, Quaz, an extremely poor area plagued by anarchy, and Dezolation, a former battlefield now serving as the training grounds for Asgure's warriors.

The Empire of Korimdor is the greatest power in Asgure, led by the lord and emperor Kerozen, a bloodthirsty elf respected by his followers and feared by his enemies. This leader is also the winner of the last Tournament of Kings: an event that occurs every ten years where all contenders for the throne of Asgure compete.

Tolan is a holy land protected by a magical force field strictly forbidden to approach. This island is said to be ruled by a certain Xeenox, rumored to be the descendant of an ancient draconic deity. The mere mention of his name is enough to terrify the greatest monarchs of this world.

In terms of geopolitics, Rautha and Asgure maintain highly conflictual relations, as their ideologies and ways of life are diametrically opposed. Their territories and inhabitants bear the scars of centuries of conflict, whether visible on the battlefields of Dezolation or invisible in the lingering resentment that animates these peoples.

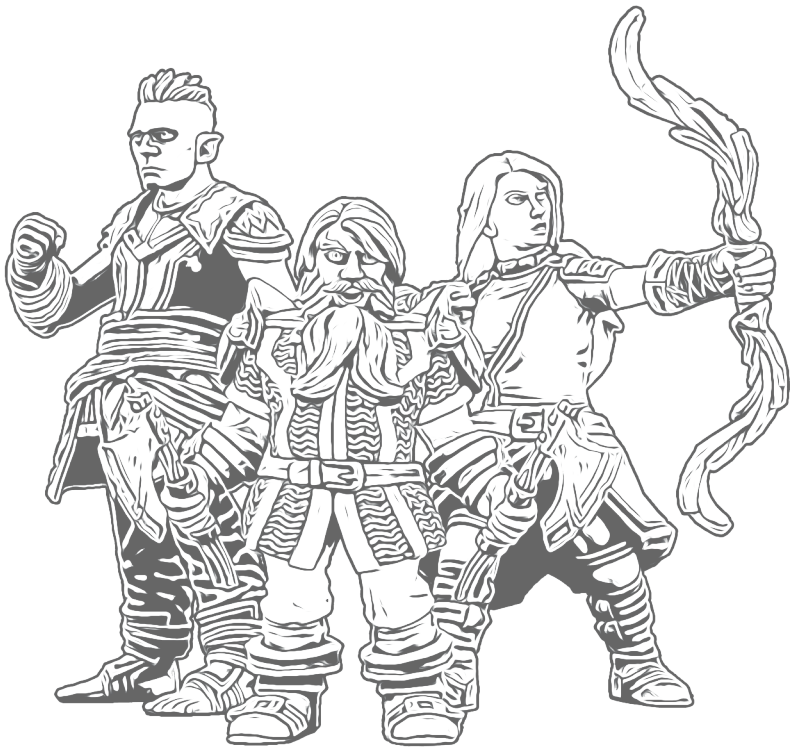
Across the ocean, Tolan, basking in its sacred aura, appears to thrive in the shadows, according to rumors circulating from tavern to tavern.

Although tensions between Rautha and Asgure may seem to have eased on the surface, the threat of a new war looms over Astrenor.

Continue your discovery of the world of Astrenor by consulting the interactive map available on the site www.astrenor.com

THE CHARACTERS

In Astrenor, players take on the roles of young adventurers who have just completed their training, hailing from all corners of the continent of Rautha. Their adventures will lead them to travel together across the world and meet the various peoples of Astrenor. During their journey, they will be involved in various conflicts, facing ethical and moral dilemmas that could significantly impact the universe of Astrenor.



Requirements

Before starting your campaign, the Game Master as well as the players must familiarize themselves with all the rules and information contained in this document, in order to play your games under the best conditions.

We recommend using our website charactersheetonline.com to create your campaign and character sheets. To do this, the Game Master must sign up on our website, log in to their account, and create their first campaign by selecting the role-playing game «Astrenor» among those offered. Once in the campaign, the Game Master is free to create sheets for their players or let them edit their own sheets by sharing the link to them.

When launching your first campaign, a tutorial should start. We advise you to follow it carefully.

Material

To play Astrenor, you will need several dice, including at least:

- - A 4-sided die (d4)
- - A 6-sided die (d6)
- - An 8-sided die (d8)
- - A 10-sided die (d10)
- - A 12-sided die (d12)
- - A 20-sided die (d20)

If you use the charactersheetonline.com website, you can simulate dice rolls using the button located at the bottom right of your screen when you are in a campaign or on a character sheet.

Each player will need a character sheet to fill out following the character creation process described below.

The character sheets for Astrenor, as well as all game documents, are available for free on the website www.astrenor.com.

Create your character from A to Z by downloading the blank character sheet or use a pregenerated character sheet directly.

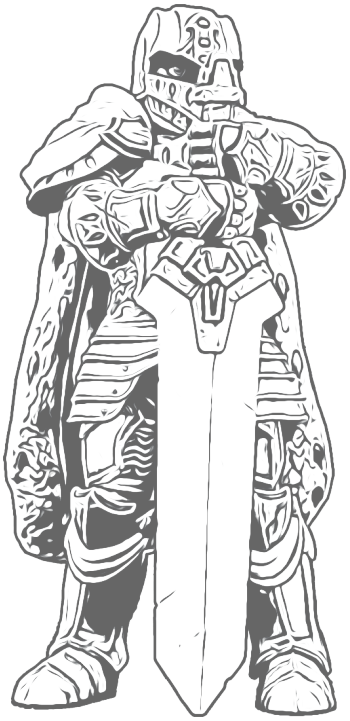


Character creation

As in all role-playing games, before starting a game of Astrenor, the player must have a character sheet. It will have been duly completed with the help of the Game Master, according to the character they wish to embody. These characters are more commonly referred to as «PCs» for «Player Characters,» as opposed to «NPCs» or «Non-Player Characters,» which are played by the Game Master.

To add a character to your CSO campaign, simply click on «New Character» to add a blank character sheet or «Pre-made Character» to add a pre-filled character sheet.

The character sheets of Astrenor consist of several detailed elements outlined below. Familiarize yourself with all of these elements in order to create your character.



Experience and levels

Every new adventurer starts at level 1. This level can then evolve through their adventures thanks to experience points (XP) distributed at the end of each scenario.

The thresholds to advance from one level to another are as follows:

Required XP	Level	Required XP	Level
0	1	5500	11
100	2	6600	12
300	3	7800	13
600	4	9100	14
1000	5	10500	15
1500	6	12000	16
2100	7	13600	17
2800	8	15300	18
3600	9	17100	19
4500	10	19000	20

Experience points are retained during level changes.

To edit your level or experience points on a CSO character sheet, simply click directly on the level of a character located at the top left of their sheet.

When a character levels up, they gain various bonuses described in the «End of Game» section of the rulebook.

Health and energy

Hit points (HP) and energy points (EP) determine a character's vigor.

Health and energy points are represented by 2 bars, one in red for health and one in blue for energy. They are visible on the first tab of the character sheets on the CSO website.

Each new character played by a player initially has 15 hit points (HP) and 10 energy points (EP). Hit points are subject to a bonus or penalty equivalent to the character's Constitution.

Example: A PC with -2 Constitution will have 13 (15-2) HP at level 1.

Hit points (HP) correspond to a character's physical fitness. They are typically spent during combat when a character takes damage. They can be recovered through healing or rest. If they drop to 0, the character falls unconscious and cannot take any actions until healed. Once in a coma, hit points can reach negative values. If they reach the equivalent of their maximum value in negative, the character dies permanently (-15 for a level 1 character with 0 Constitution).

Type of rest	Health
High-quality rest: Night at the inn	+7 HP
Average-quality rest: Night in a tent	+5 HP
Short or poor-quality rest: Nap at the inn or night on a bench	+2 HP

Energy points (EP) represent a character's ability to perform extraordinary actions. They are typically consumed during combat when a character uses one of their special moves. They can be replenished through potions or a good meal. Unlike health, energy cannot reach a negative value.

Attributes

Attributes represent a character's ability in a certain area. These can range from -5 to 10, with 0 being the average human norm.

The attributes are visible on the first tab of the character sheets, just below the health and energy bars.

Each new level 1 character can choose to vary their attributes from -3 to +3, as long as the sum of all attributes does not exceed 0.

To help you make your choice, here is a description of each attribute:

Strength (STR): Very useful for physical actions. It may be required to succeed in breaking down a door, lifting a rock, or winning an arm-wrestling match. In combat, it is used for wielding swords, axes, hammers, and halberds, as well as for some melee skills.

Dexterity (DEX): Allows for quick movement, stealthy actions, and precise gestures. It may be required to succeed in tailing someone, jumping over an obstacle, or picking a lock. In combat, it is useful for wielding daggers and bows, dodging attacks, and for stealthy or acrobatic skills.

Intelligence (INT): Essential for the use of magic and understanding one's environment. It may be required to succeed in reading a map, deciphering an ancient language, or administering first aid. In combat, it is useful for wielding wands and scepters, as well as for skills involving magic.

Constitution (CON): Defines a character's robustness and resistance to injuries, illnesses, and fatigue. It may be required to determine if a character can wear heavy armor or hold their liquor. When a character gains a point of Constitution, they also gain 1 maximum hit point (and by extension -1 minimum hit point).

Perception (PER): Essential for perceiving things

and anticipating dangers. It may be required to succeed in hearing a conversation from afar or finding a hidden object.

Charisma (CHA): Represents a character's presence and aura. It may be required to succeed in persuading or seducing someone.

During the game, an attribute check may be requested by the Game Master. This roll determines whether a «complex» action is successful or not. A complex action is one that requires a special effort for the character or a degree of luck. For this type of action, the Game Master announces which attribute is most relevant for the task at hand, and then its difficulty. The difficulty determines the expected outcome of the attribute check.

Difficulty	Minimum expected
Easy	5
Standard (Default)	10
Hard	15
Very hard	20

To resolve an attribute check, the player in question rolls a d20, then adds the score of the relevant attribute to the result obtained. If this total is equal to or greater than the expected result based on the difficulty, the roll is a success. Otherwise, it's a failure.

However, there are two nuances. If the result of the d20 is 1, it's a critical failure: the character fails their action. Conversely, if the result of the d20 is 20, then it's a critical success: the character succeeds in their action regardless of the difficulty or their attribute score.

Example: Kevin wants to break down a door. The Game Master asks him for a Strength check with a standard difficulty. Kevin has a Strength score of 2. He rolls a d20 and gets a 9. He adds his Strength score, giving him a total of 11. Since 11 is higher than 10 (the expected result for a standard difficulty), he succeeds in his action and breaks down the door.

Morale

Morale points (MP) correspond to the character's mental health. They can range from 0 to 10. A character with 0 MP will descend into madness, while a character with 10 will be perfectly fulfilled and in full possession of their faculties.

The morale points are visible on the first tab of the character sheets, just below the attributes.

Each new level 1 character starts with 5 morale points.

Loss of morale points occurs when a character performs an action that goes against the moral principles of adventurers or when they experience a traumatic event. For example, stealing from a homeless person costs you 1 morale point, while murdering an innocent costs 2. The loss of morale points is at the discretion of the Game Master and may vary depending on the characters' personalities. At the end of a campaign or scenario, morale points can be earned based on achieved objectives.

Depending on your character's morale points, you must apply the following effects:

MP	Effect
10	+1 to all of the character's attributes
9	+1 to one of the character's attributes, player's choice
Between 8 and 3	No effect
2	-1 to one of the character's attributes, GM's choice
1	-1 to all of the character's attributes
0	The character descends into madness and can no longer be played

To apply a temporary penalty or bonus to an attribute, simply click on the «+0» located to the right of each attribute score.

Edges and Hindrances

Edges and Hindrances are character traits that directly impact their attributes, abilities, and/or possessions.

They are listed below the specifics on the second tab.

Players can choose up to 3 Edges and 3 Hindrances from the list available in the Appendix. Each Edge and Hindrance has a score ranging from -4 to +3 depending on its impact on the game. The total score of a level 1 character's Edges and Hindrances must be equal to (or less than) 0.

The Game Master may exceptionally award new Edges or Hindrances during the game if justified or deserved.

Example: A character receives an arrow in the eye as a result of an enemy's critical hit. The Game Master decides to apply the «one-eyed» Hindrance to this character.

Appearance

A character's appearance is defined by their ancestry, age, height, weight, and specific features.

Information regarding appearance is found on the second tab of the character sheets.

In Astrenor, there are numerous ancestries scattered across the three continents. While certain regions of Rautha and Asgure may be dominated by specific ancestries, it is not uncommon to see individuals of different origins coexisting. The mixing of these different peoples has led to significant intermingling of the population, so much so that some nations have become entirely cosmopolitan. Today, the inhabitants of Astrenor identify themselves very little by their ancestry and prefer to mark their allegiance to the kingdom or continent they are loyal to.

Players have the choice between the following ancestries:
Human, Dwarf, Half-Dwarf, Elf, Half-Elf, Orc, Half-Orc, or Reptilian.
The latter are a rare species of humanoid with skin partially or completely covered in scales and reddish-orange eyes. Some may have two small horns or a crest on the top of their skull. No one knows how or when the Reptilians appeared in Astrenor.

Ancestries do not grant innate Edges or Hindrances; they only serve to provide additional information about the character's appearance and background.

Players can choose to provide physical or mental specifics to their character to give them more substance and personality. However, these specifics should not offer Edges or Hindrances to the character.

Examples: heterochromatic eyes, a braided beard, a belief in a religion...

Paths

Paths define the combat style of an adventurer. They have a mastery rank ranging from 0 to 10. Paths allow unlocking special moves and mastering certain types of weapons.

> The paths are visible on the third tab of the character sheets in Astrenor.

In Astrenor, adventurers can specialize in five paths as they embark on their adventures: Warrior, Priest, Mage, Druid, and Rogue. It is possible to invest in multiple paths simultaneously, and each of these paths can combine to obtain unique skills and proficiencies. Level 1 characters start with one path at rank 2 or two paths at rank 1.

The Warrior's Path

The warrior is an expert in close-quarters combat and the handling of swords as well as axes. They excel with both light and heavy weapons, such as longswords or halberds. The warrior's skills grant them greater resilience and damage bonuses, allowing them to unleash their full potential in melee combat.

The Priest's Path

The priest is a healer; in combat, they support their allies by bestowing various healing abilities through their prayers and blessings. They prefer to stay in the background, invoking their divine powers to support their companions on the front lines. Alone, it is difficult for them to overcome their enemies.

The Mage's Path

The mage possesses knowledge that allows them to manipulate elements and individuals' energy to cast powerful spells. They typically wield wands or scepters and prefer to stay in the rear during conflicts. The mage's spells enable them to inflict heavy damage and absorb the energy of their enemies.

The Druid's Path

The druid is a master of transformation and harmony with nature. Highly versatile, they can shapeshift into various animals to adapt to different combat situations. The druid prefers to fight in communion with nature through their transformations and rarely uses weapons.

The Rogue's Path

The rogue is quick and agile. They can swiftly sneak behind their targets to deliver lethal blows. However, their low resilience does not allow them to remain in melee combat; they prefer to reposition themselves away from danger, ready to take advantage of a new opportunity. The rogue typically uses daggers in close combat and a bow and arrows from a distance.

Special Moves

Special moves are specific skills, primarily used in combat, that require an energy cost from the user. Additionally, they have a cooldown period that blocks their usage for a certain number of turns.

> A character's special moves are visible on the third tab, below the paths.

Special moves are obtained based on the number of points invested in one or more paths, as described in the Appendix. At level 1, each character must have at least one special move.

> The complete list of special moves is accessible from the «Add spell» button.

Inventory

The inventory lists a character's possessions. This includes their weapons, armor, accessories, money, and so on.

It is available on the fourth and final tab of the character sheets.

In Astrenor, goods and services can be exchanged for gold pieces (gp), silver pieces (sp), or copper pieces (cp).

1 gp = 10 sp = 100 cp

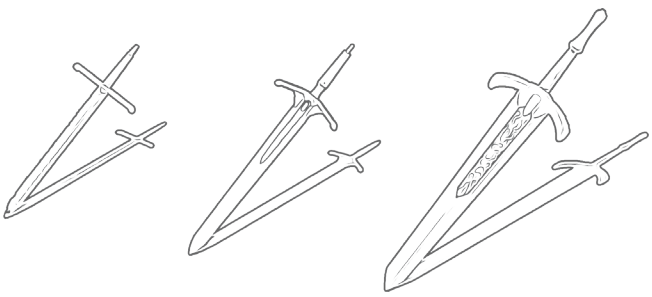
Each new character starts with a d20 + 50 gold pieces to add to their inventory.

Example: Arthur rolls a d20, getting a result of 12. His character will therefore have 62 gp in their inventory.

Once the sum is added to their character's purse, players are free to shop and equip themselves as they see fit. For this, you can consult the Equipment table in the Appendix, which contains the price of each item.

The complete list of equipment is accessible from the «Add Equipment» button.

Each piece of equipment has a fixed purchase price and a selling price equal to half of the purchase price rounded down. Broken or destroyed equipment cannot be sold.



Game Preparation

Before starting a game, the Game Master must first prepare a scenario for their players. For a guided first experience, the Astrenor role-playing game offers an introductory scenario titled «The Adventurers' Academy,» as well as a campaign consisting of four scenarios, allowing the Game Master and players to better understand the universe.

The scenarios of the Astrenor role-playing game are available in digital version on the workshop of our CSO website. They integrate directly into your campaigns, allowing you to have your character sheets and scenarios on the same interface.

All our digital scenarios are composed of multiple scenes that can contain different key points. These elements serve as landmarks for the Game Master to keep track of the story. They are displayed at the top of each scene and can be shared with the players.

We recommend playing the scenarios directly on our website to take advantage of all the platform's features. To view and/or create your own scenarios, launch your CSO campaign and open the Game Master screen, located at the bottom of the page.

Game Start

At the beginning of the game, the Game Master outlines the context of the scenario's story. They set the scene, explain the situation, and justify the involvement and motivations of the characters.

If you are using an official CSO scenario available on our website, you can directly read aloud the «Context» section on the first page.

We recommend adding background sound effects or music to enhance your gaming sessions.

Our default «Medieval Fantasy» soundboard contains several ambient sounds. If you are playing online, click on the «Stream» button and then play a sound to share it live with all your players.

Game Flow

A game of Astrenor is played in three distinct phases, which are triggered based on the situation the player characters find themselves in.

Interaction and Exploration Phase

The interaction and exploration phases represent a significant part of the game. These are free-flowing phases during which players can speak and take actions in the order they wish, and exchanges between players and the Game Master are meant to be fluid.

Generally, these phases unfold as follows: the Game Master presents a situation, a player speaks up and proposes an action, the Game Master interprets the action and judges if it requires an attribute check, then describes the result of that action.

Reminder of the attribute check:
The Game Master chooses the appropriate attribute for the action and its difficulty (5, 10, 15, or 20).
The player rolls a d20 and adds their attribute score to the result.
If the result is equal to or higher than the difficulty, then the attribute check is successful.
If the result of the d20 is 20, it's a critical success.
If the result of the d20 is 1, it's a critical failure.

In the case of a critical failure or in certain situations, a character may get injured during an interaction and exploration phase. In this case, it's up to the Game Master to determine the number of hit points to deduct from the character.

Here are some examples to help the Game Master moderate damage.

Cause of Injury	Damage
Tripping	-1 HP
Minor Burn	-2 HP
Severe Impact	-1d4 HP
Dislocated Shoulder / Sprain	-1d6 HP
Falling from a Height of over 3m	-1*(number of additional meters)d4 HP

Example: Jules wants to catch up to an enemy who is trying to flee. The Game Master asks him for a Dexterity check with a difficulty of 15 because the enemy is already far away. Jules has a Dexterity score of 3, he rolls a d20 and gets a 1: it's a critical failure. Jules stumbles while trying to catch up to his target and loses 1 hit point.

In very rare cases, it's possible that the player's action cannot be based on any of their character's attributes. In this case, the Game Master may ask for a luck roll with a difficulty of 10. The player must then roll between 10 and 20 on a d20 to succeed in their action.

Roleplaying phase

When a player chooses to interact with a Non-Player Character (NPC), they enter a roleplaying phase. In other words, they will have to interpret their character. Their gestures and speech will be taken into account by the Game Master who, in return, will play the NPC. This roleplaying phase can also be triggered by the Game Master if an NPC addresses a player.

Example: Instead of saying as a player, «My character asks where the nearest tavern is,» say «Well, good day, excuse me for bothering you... My friends and I are looking for the nearest tavern, could you please tell us the way?»

Combat phase

When an encounter becomes inevitable, a combat phase is initiated. Unlike the interaction and exploration phases, adventurers must follow a specific order to resolve their actions during combat.

Before starting a combat phase, the Game Master must determine, based on the context, the turn order of both player and non-player characters. They can consult with the players to get an idea of their approach and, perhaps, let them define the order. If the context doesn't allow for a specific order, then the characters' Charisma scores will determine it, starting with the highest score (in case of a tie, you can roll a die or use a rock-paper-scissors game to determine the order).

Example: Marc enters a dark room, followed by Mano and Tom hanging back. Unfortunately, two bandits were hidden in the room and leap out to attack. In this context, the order would be: Bandit 1, Bandit 2, Marc, Tom, and Mano. Tom could act before Mano because he has a higher Charisma score.

Once the order is set, each character can, in turn, perform a movement and an action among: Flee, Defend, Attack, or Special Attack, in the order of their choice.

A movement in combat should not exceed about 5 meters and requires a successful Dexterity check to disengage from each enemy in close combat (within 1 meter). If the enemy is using Defend, the difficulty of this check is increased (+5). If the check fails, the character cannot move during this turn. However, they can still perform one of the following actions:

Flee

The character tries to flee the confrontation. To do this, they must succeed in one or more Dexterity checks for each enemy or obstacle they may encounter during their escape.

A character cannot flee if they are engaged in close combat with an enemy. They must use their movement to disengage first.

Fleeing may allow a temporary disengagement from combat to reposition later.

A character can attempt to flee with someone on their back, but the difficulty of the Dexterity checks required during their escape will be increased (+5). The combat phase can end if all standing adventurers or enemies have managed to escape.

Defend

The character chooses to adopt a defensive posture. They are much less likely to be hit during an attack or to suffer heavy damage. During their defensive turn, the character can use a quick consumable, change weapons, attempt to negotiate with their opponents, or perform a simple action that does not require additional movement.

If targeted before their next turn, the character can attempt to dodge attacks by making a Dexterity check for each attack they are targeted with. The difficulty of this check can be increased (+5 per difficulty level) if the character is attacked by surprise. If the Dexterity check results in a critical success (20 on a d20), the character in a defensive posture can benefit from a retaliatory opportunity

attack (see the Attack paragraph). If the attack still hits its target, the character in a defensive posture may benefit from a temporary armor bonus valid until their next turn, which will be equal to their Constitution if it is greater than 0. This armor bonus does not apply to special attacks.

A character knocked down, stunned, or unconscious immediately loses their defensive posture.

Attack

The character uses their weapon or fists to strike. They must succeed in an attack roll to attempt to injure their opponent and apply their damage roll.

1. Attack Roll:

If the target is not knocked down, stunned, or unconscious, the character must make an attack roll. This roll is always based on one of these paths: Warrior, Priest, Mage, Druid, or Rogue.

As with attribute checks, the player must roll a d20 and add their Path rank to the result of the die. The total must be greater than or equal to the difficulty set by the Game Master for the attack to succeed.

If the target is attacked by surprise, the attacker will benefit from a reduced difficulty (-5 per difficulty level) on their attack roll.

The path involved in the attack is indicated on each weapon. The Mage's path will be used for wands and scepters, the Rogue's path for daggers and bows, and the Warrior's path for swords, spears, axes... Regarding unarmed attacks, the attack roll can be based on the Rogue's or Warrior's path.

In case of a critical success (20 on a d20), the damage of this attack will be doubled. In case of a critical failure (1 on a d20), the character must make a durability check for their weapon. The details of this test are given later (p.15).

If the target is in a defensive posture, they can make a Dexterity check to attempt to dodge the attack if successful (see the Defend paragraph).

2. Damage Roll:

If the attack roll is successful and the dodge is missed (for a defensive target), the character can make the damage roll for their weapon.

For unarmed attacks, the damage roll is equal to the character's Strength or Dexterity (player's or GM's choice).

If the target's hit points fall to 0 or below, they are declared unconscious. They cannot participate in combat until they have been healed. If the target suffers more than 15 points of damage, they must make a durability check. The details of this test are given later (p.15).

Example of an attack:

Mathieu wants to attack the guard blocking the passage. The guard is in a defensive posture. The Game Master asks him for a standard difficulty attack roll (10). Mathieu rolls a d20 and gets 9, he adds his Warrior score of 2 since it's a sword attack, giving him a total of 11 (9 + 2), 11 being greater than or equal to 10 (standard difficulty), the attack is successful.

However, the guard can attempt to dodge since they are in a defensive posture. The GM rolls a d20 and gets 10, adds the guard's Dexterity score of -2, resulting in 8 (10 - 2), 8 being less than 10, the dodge fails.

Mathieu can then roll the damage for his sword, which is 1d8+STR. He rolls a d8 and gets 4. He adds his Strength score of 3, resulting in a total of 7 damage points. The target has 2 armor points and 2 Constitution points, which are taken into account due to their defensive posture.
The target loses 3 (7-2-2) hit points.

Special Attack

The character attempts to use one of their special moves. To do this, they must have enough energy points and succeed in a special attack roll. Like the attack roll, the relevant path for the special attack roll is indicated on the special move sheet, available in the Appendix. If two paths are listed on the special move, the player can choose their higher path for the special attack roll.

If the special attack roll fails, the character forfeits their turn and can try again on the next turn.

If successful, the character applies the effects of the special move and deducts the specified number of energy points.

All special moves have a cooldown to be applied after use. This corresponds to the minimum number of turns required before they can be used again.

The management of energy costs and cooldowns for special moves is automated on our platform. You simply need to click on the special move, then on the «Use» button if the special attack roll is successful.

To count down turns and track cooldown progress, the Game Master has access to a turn counter accessible from the hourglass icon located at the top of the page.

Rule outside of combat: if a special move is used outside of combat (during an interaction and exploration phase, for example), then consider that combat rounds last 15 seconds. In this situation, the special attack roll is always successful; however, the energy cost still needs to be deducted.

Combat phase typically ends when no enemy or player is able to continue fighting.

Example: being unconscious or dead, fleeing, surrendering...

Durability Check:

This test determines whether a weapon or armor is broken due to mishandling or significant impact:

- Critical failure on an attack roll = Attacker's weapon durability check
- More than 15 damage points after deducting armor = Target's durability check

For this test, the player rolls a d6 and compares the result to the rarity of the weapon or armor in question. The lower the roll and the lower the rarity of the equipment, the more likely it is to break. Below is the table of possible results for this test:

Rarity	1	2	3	4	5	6
Common	D	B	B	B	B	
Uncommon	D	B	B	B		
Rare	D	B	B			
Mythic	D	B				
Legendary	D					

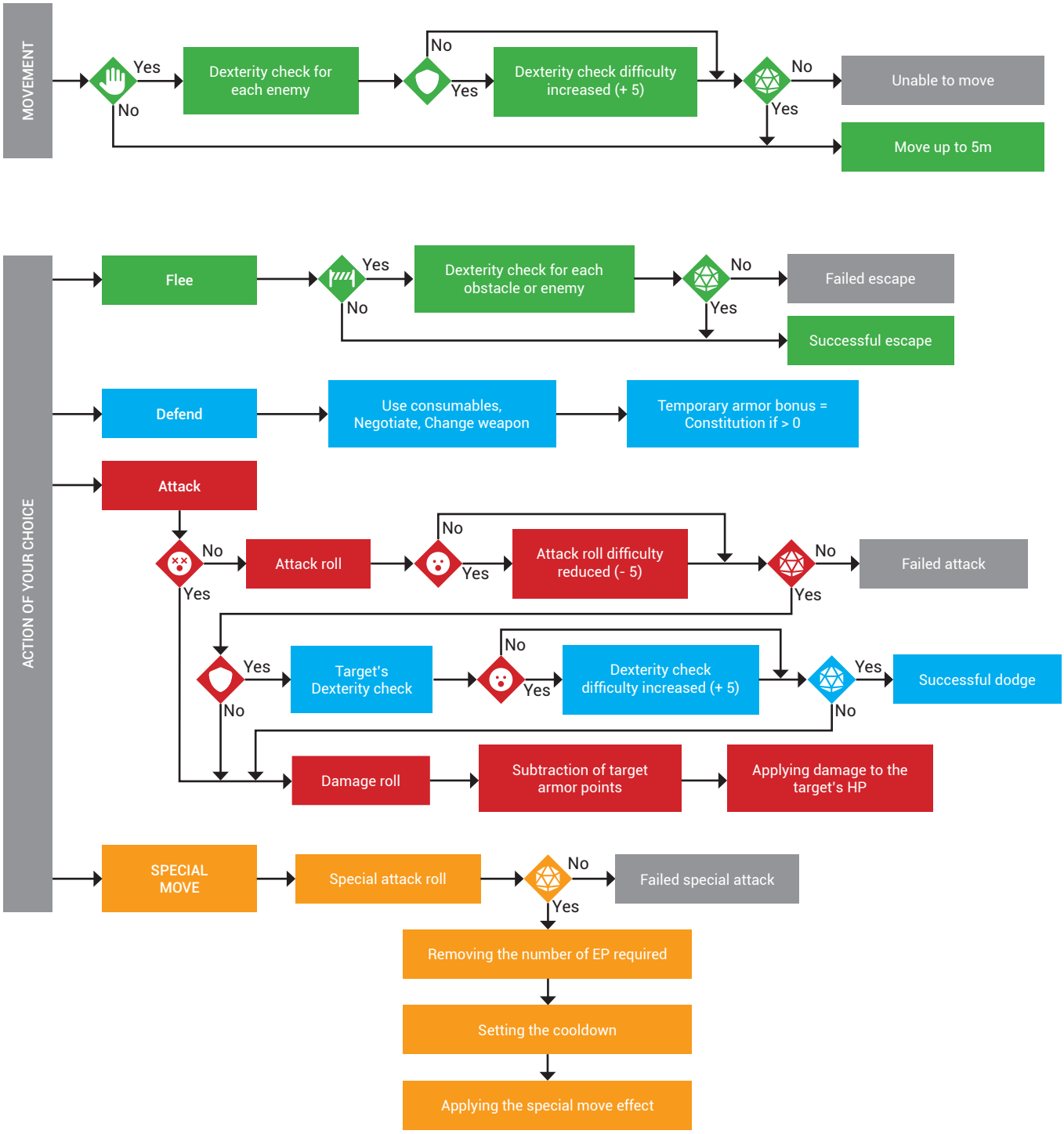
Broken (B): The equipment is no longer usable in its current state. However, it can be patched up with the Tinkerer Edge or repaired by a craftsman by paying half the price of the equipment (rounded up).

Destroyed (D): The equipment is no longer usable. It cannot be patched up or repaired.



SUMMARY OF A COMBAT ROUND

Perform a **Movement** and an **Action** in the order of your choice.



LEGEND

: If the roll(s) succeed (The result is equal to or greater than the difficulty).

: If you are in close combat with an enemy.

: If you pass near an enemy or obstacle.

: If the target is knocked down, stunned, or unconscious.

: If the target is attacked by surprise or immobilized.

: If the target is in a defensive position.

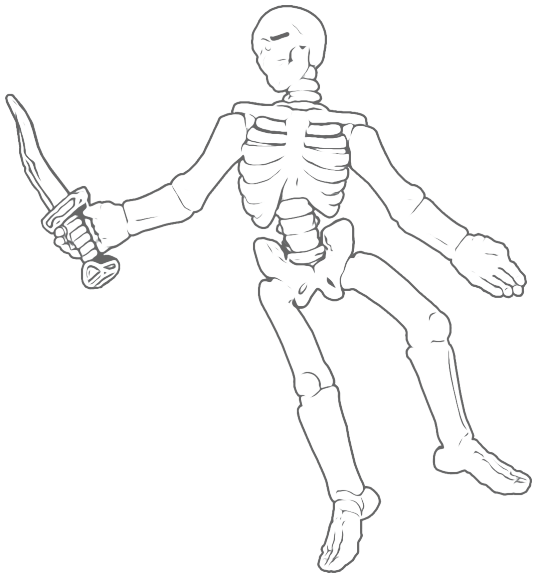
Death of a Character

As in any role-playing game, characters in Astrenor can, in certain cases, meet a tragic and premature end, rendering them unplayable.

The most common causes are:

- Death in combat: if the character's hit points fall below their maximum negative value (-15 for a level 1 player with 0 Constitution)
- Death in an accident: if the character performs an action that proves fatal (Falling from a tower, buried in a landslide...)
- Madness: if the character's morale points drop to 0
- Imprisonment: if the character is captured and/or imprisoned for their crimes

If a character is declared dead, they are no longer playable. The player who portrayed them up to that point leaves the current game. They may, if they wish and with the Game Master's agreement, create a new character or choose from the pregenerated characters to play in future games.



End of Game

A game ends when a scenario is completed, whether it is successful or failed, or when all player characters are dead.

If the players have succeeded (partially or entirely) in a scenario, they will receive rewards commensurate with the objectives achieved. These rewards are detailed at the end of the scenario. They generally consist of gains in morale points, experience points, and/or gold pieces (but also other loot).

During an experience gain, a character may advance to a higher level, allowing them to improve their statistics and acquire new special moves. Follow these steps if your character gains a level:

- Add 3 points to distribute between health and energy, as you choose. Use these points to increase the maximum value of your health or energy points.

> When you modify the maximum value of your HP, don't forget to also update the minimum value (minimum HP = - maximum HP) on your CSO sheet.

- Increase one attribute score by 1 point, to a maximum of 10. If you increase your Constitution, don't forget to increase your maximum hit points.

- Increase one path by 1 mastery rank, which cannot exceed 10. If this new level grants you a special move, add it to your sheet. (See Appendix)

Player characters can take advantage of the end of the game to heal, eat, rest, repair their equipment, and shop if the context allows, in order to prepare for their next adventure!



Appendix

Astrenor Role Playing Game

This appendix contains a list of Edges and Hindrances, special moves, equipment tables and a bestiary.

Edges and Hindrances

Below is the list of Edges and Hindrances offered. It is not exhaustive, so the Game Master and players are free to create new ones according to their needs and inspiration.

Basic Edges

Wealthy (+1): You start the game with 2d20 + 100 gp (instead of 1d20 + 50).

Rider (+1): You can attack with your weapons without dismounting. You can move 10 meters instead of 5 in combat when on horseback.

Charmer (+1): You gain +2 on Charisma checks when interacting with someone who might be charmed by you.

Tinkerer (+1): You can patch up broken weapons and armor. A patched weapon loses 2 damage points, and patched armor loses 1 armor point.

Lockpicker (+1): You can pick locks with the right tools. Requires a Dexterity check to open a door or chest and consumes a lockpicking kit on a failed attempt.

Quick Learner (+1): You gain 50 extra experience points at the end of each scenario.

Darkvision (+1): You can see in the dark.

Elemental Mastery (+1): You can control and manipulate elements like fire, water, earth, and air without a magical weapon for simple actions like amplifying a flame or levitating a stone. Requires proximity to an elemental source. Can be used for ranged attacks dealing 1d4+INT damage on a target up to 10 meters away for 1 EP.

Ambidexterity (+2): You can attack with two one-handed melee weapons. If you hit with an attack, you can make another attack with your off-hand weapon, but the damage is halved (rounded down). The target's armor points apply to the second attack.

First Aid (+2): You know basic first aid and can revive an unconscious person to 1 HP. Usable only outside of combat.

Fast Healing (+2): You recover twice as many hit points when healed or resting.

Animal Speech (+2): You can speak to animals.

Lucky (+3): You can reroll one die once per day.

Unkillable (+3): You do not fall unconscious at 0 HP or less and continue fighting until death. Enemies will continue to target you.

Iron Will (+3): You resist traumatic situations better and lose morale points more slowly. You do not go insane at 0 morale points.

Basic Hindrances

Poor (-1): You start the game with 1d10 + 25 gp (instead of 1d20 + 50). Cannot be taken with the «Wealthy» Edge.

Gullible (-1): You tend to believe everyone. You take a -1 penalty to Intelligence.

Persistent Odor (-1): You take a -2 penalty to Charisma after combat or physical exertion. You must wash to remove this effect.

Kleptomania (-1): When you see a valuable item, your instinct is to steal it, even if it may cause trouble. Make a Constitution check to resist the temptation.

Lisp (-1): You speak with a speech impediment. You take a -2 penalty to Charisma checks when speaking.

Clumsy (-1): You take a -2 penalty to Dexterity checks when performing actions requiring precision and/or stealth. Cannot be taken with the «Lockpicker» Edge.

Sleepwalker (-1): During sleep, you may injure yourself or end up in strange situations. Make a Constitution check to check if you sleepwalk.

Phobia (-1): Define a phobia (arachnophobia, claustrophobia, agoraphobia, etc.). When facing your phobia, you lose -3 on all attribute checks while the phobia is present.

Alcohol Dependence (-2): You must consume alcohol at least once a day to avoid withdrawal symptoms. If you go 24 hours without drinking, you will suffer a -1 penalty on all rolls. You can detoxify if you go 7 consecutive days (played with the penalty) without consuming alcohol.

One-Eyed (-2): You take a -3 penalty to Perception checks involving sight. If you lose your remaining eye, you become blind.

Limp (-2): In combat, you can only move 3 meters instead of 5 meters.

Depression (-2): You lose morale points more easily. Cannot be taken with the «Iron Will» Edge.

Unlucky (-2): The Game Master can ask you to reroll a successful roll once per day. Cannot be taken with the «Lucky» Edge.

Asthma (-3): After each special attack in combat, make a Constitution check. If you fail, you must rest the next turn.

One-Handed (-3): You have lost the use of one hand. You take a -3 penalty to Strength and a -1 penalty to Dexterity. You cannot use two-handed weapons, bows, or shields. Cannot be taken with the «Ambidexterity» Edge.

Blind (-4): You are unable to see. You must succeed in a Perception check before you can attack or dodge in a defensive stance. You can no longer make ranged attacks. Cannot be taken with the «Darkvision» Edge.

Reminder: For a level 1 character, the sum of the scores in parentheses of their Edges and Hindrances must be less than or equal to 0.

Special Edges

Edges listed below are automatically unlocked as soon as their conditions (stated in parentheses) are met.

Combat Agility (Minimum 4 Dexterity and 4 Perception): Attack rolls targeting you have a difficulty increased by 2 (so 12 for a standard difficulty).

Combat Agility + (Minimum 6 Dexterity and 6 Perception): Attack rolls targeting you have a difficulty increased by 4 (so 14 for a standard difficulty).
Replaces the effect of Combat Agility.

Combat Agility ++ (Minimum 8 Dexterity and 8 Perception): Attack rolls targeting you have a difficulty increased by 6 (so 16 for a standard difficulty).
Replaces the effect of Combat Agility and Combat Agility +.

Tough (Minimum 4 Strength and 4 Constitution): You gain an additional point of natural armor.

Tough + (Minimum 6 Strength and 6 Constitution): You gain 2 additional points of natural armor.
Replaces the effect of Tough.

Tough ++ (Minimum 8 Strength and 8 Constitution): You gain 3 additional points of natural armor.
Replaces the effect of Tough and Tough +.

Aura (Minimum 4 Intelligence and 4 Charisma): You frighten creatures with 0 Intelligence or less. They will only target you after all your allies are defeated.

Aura + (Minimum 6 Intelligence and 6 Charisma): You frighten creatures with 2 Intelligence or less. They will only target you after all your allies are defeated.
Replaces the effect of Aura.

Aura ++ (Minimum 8 Intelligence and 8 Charisma): You frighten creatures with 4 Intelligence or less. They will only target you after all your allies are defeated.
Replaces the effect of Aura and Aura +.

Creature Edges

The following Edges are available only for creatures and monsters:

Elusive: The creature cannot be blocked, and it does not need to make a Dexterity check to escape from an enemy in melee combat while moving.

Swift: The creature can move up to 7 meters per turn instead of 5.

Flight: The creature can move through the air and pass over obstacles. It cannot be targeted by melee weapons, except in the case of an opportunity attack following a critical success on a dodge roll.

Giant: The creature is imposing and sturdy. In combat, it occupies 4 squares (2x2 meters).

Undead: The creature continues to fight even when its hit points reach negative values.

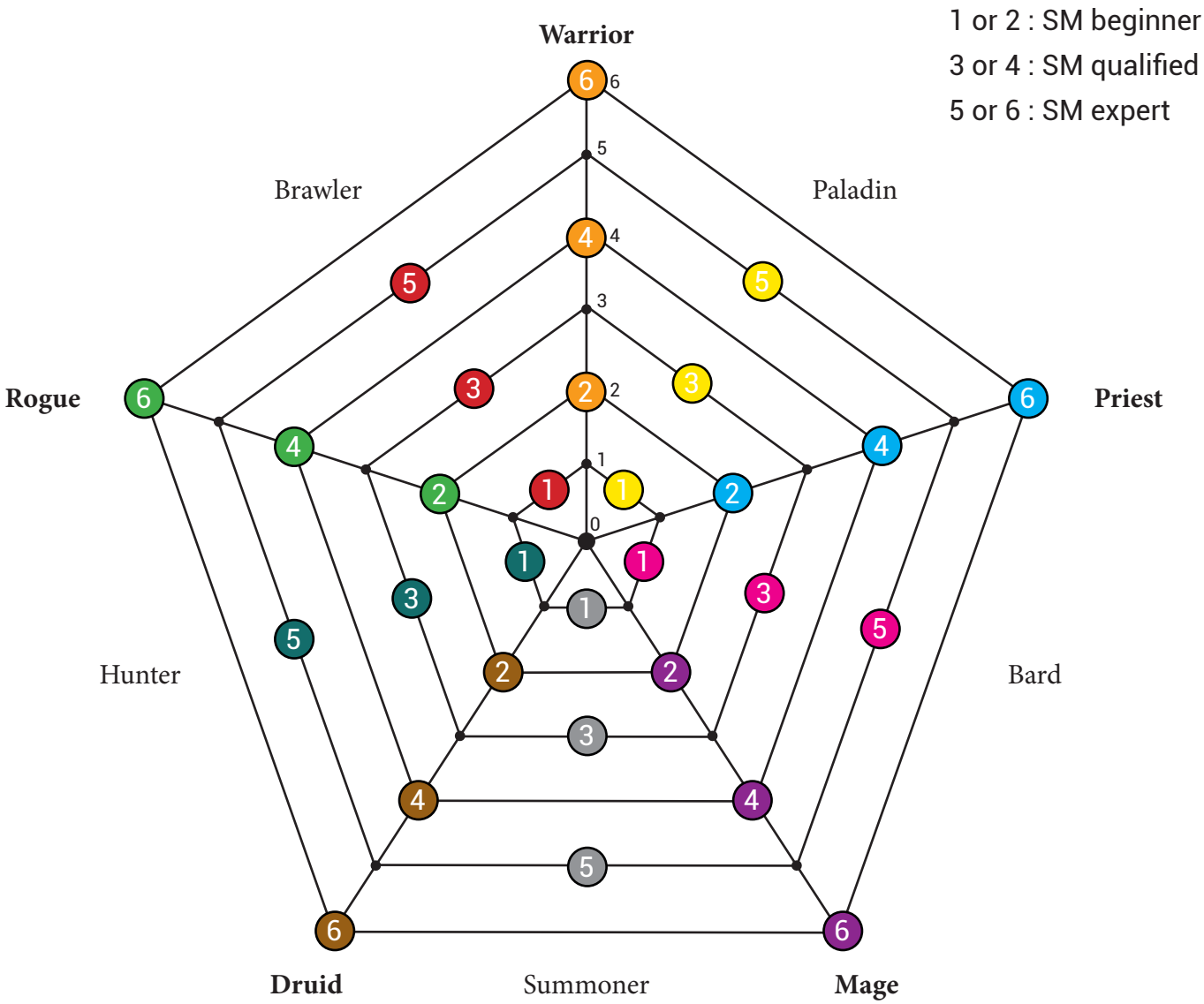
Magical Creature: The creature cannot be stunned or attacked by surprise.

Incorporeal: The creature cannot be affected by physical attacks; only magical attacks from enchanted weapons or special moves can affect it.

Venomous: The creature injects poison with its first successful attack. Its target loses 1 hit point every turn (or every 15 seconds out of combat). Only a first aid kit or hospital treatment can stop the effects of the poison.

Special moves

Special moves are unlocked based on the mastery rank of the Rogue, Warrior, Priest, Mage, and Druid paths. The chart below represents the Path ranks required for each special move.



Example of a special move

Special move name

Path[1] **Required rank**[2]

Energy cost
Cooldown
Target and range

Summary effect

Description

[1] The path indicates the path bonus to add to special attack rolls. If there are 2, the player can choose their highest path for their special attack roll (this concerns the special moves of the Brawler, Paladin, Bard, Summoner, and Hunter).

[2] The required rank indicates the minimum level to have on the path(s) to unlock the special move.

Fury
Path: Warrior **Required Rank: 2**

3 EP 6 turns Self

Effect: DMG + STR (4 turns)

You unleash your fury, gaining a damage bonus equal to your Strength for 4 turns.

Overturn
Path: Warrior **Required Rank: 4**

5 EP 3 turns Multiple targets within 2 m of you

Effect: Raw DMG = STR and Knocked Down

You unleash a howl that creates a shock wave, pushing characters within a 2-meter radius of you back by 1 meter. They take raw damage (damage that ignores the target's armor) equal to your Strength and become Knocked Down.

Knocked Down: The character is vulnerable until their turn. This condition automatically ends at the start of their turn. Attack rolls against a Knocked Down target automatically succeed.

Berserker Rage
Path: Warrior **Required Rank: 6**

6 EP 6 turns Self

Effect: Immortal and Immune to Control Effects (3 turns)

You enter a rage, becoming Immortal and immune to control effects (Knocked Down, Stunned, or Immobilized) for 3 turns.

Immortal: The character cannot drop below 1 hit point.

Prayer
Path: Priest **Required Rank: 2**

3 EP 3 turns 1 target up to 5 m away

Effect: Restores 2d6 + CHA EP

You clasp your hands in prayer, restoring 2d6 + your Charisma energy points to an ally up to 5 meters away.

Blessing
Path: Priest **Required Rank: 4**

4 EP 5 turns Multiple targets in 3 × 3 m, up to 10 m away

Effect: Restores 1d8 + CHA HP in an area

You make hand gestures to bless a 3 × 3-meter area whose center is up to 10 meters away. All your allies in this area regain 1d8 + your Charisma hit points.

Divine Praise
Path: Priest **Required Rank: 6**

6 EP 6 turns 1 target up to 3 m away

Effect: Revives an Unconscious ally and grants Immortal (1 turn)

You recite a hymn to revive an Unconscious ally up to 3 meters away. The revived ally is Immortal for 1 turn.

Immortal: The character cannot drop below 1 hit point.

Elemental Spell

Path: Mage* **Required Rank: 2**

3 EP 1 turn target 2–10 m away

Fire Effect: Weapon DMG and Burning (3 turns)

You launch a powerful bolt of fire at a target 2 to 10 meters away. The target takes damage equal to your magic weapon's damage. If the target takes 10 or more damage, they also suffer the Burning effect.

Burning: The character takes 2 raw damage at the start of their turn, for up to 3 turns. Immediately after taking the Burning damage, the character must roll a d6; on a 5 or 6, the effect ends on the following turn. They may also try to treat themselves to end the effect before the 3 turns are up.

Lightning Effect: Weapon DMG; bounce deals DMG/2

You launch a lightning bolt that strikes a target 2 to 10 meters away. It can then bounce to the 2 nearest targets less than 2 meters from the point of impact (including your allies). The first target takes damage equal to your magic weapon's damage. Targets hit by the bounce take half your magic weapon's damage, rounded down.

Ice Effect: Weapon DMG and Immobilized (1 turn)

You hurl an orb of ice at a target 2 to 10 meters away, potentially freezing them in place. The target takes damage equal to your magic weapon's damage. Then roll a d6. On a 5 or 6, the target becomes Immobilized.

Immobilized: The character cannot move on their combat turn. They may still attack or defend. Attack rolls against an Immobilized target have reduced difficulty (−5).

Absorption

Path: Mage **Required Rank: 4**

0 EP 6 turns 1 target up to 5 m away

Effect: Steals 1d10 + INT EP

You absorb energy from a target up to 5 meters away, stealing 1d10 + your Intelligence energy points, up to the amount of energy the target has left.

Meteor

Path: Mage* **Required Rank: 6**

9 EP 5 turns Multiple targets in 5 × 5 m, up to 15 m away

Effect: Weapon DMG ×3 in an area (1 turn of stationary preparation)

You focus your energy to create an enormous sphere of energy, which you hurl like a meteor up to 15 meters away. Targets within a 2-meter radius of the point of impact take 3 times your weapon's damage (including your allies). This attack requires 1 turn of preparation, during which you must remain stationary. You therefore become Immobilized until your next turn, when the attack's effects take place. If you have already used your movement this turn, you must remain stationary on the following turn.

Immobilized: The character cannot move on their combat turn. They may still attack or defend. Attack rolls against an Immobilized target have reduced difficulty (−5).

A rank 2 magician obtains all 3 elemental spells.

***The special attack and damage rolls for Elemental spells and Meteor depend on the magic weapon used: wand, scepter or magic staff. No other weapon can be used for these spells.**

Magical Berries
Path: Druid **Required Rank: 2**

3 EP 4 turns Self or 2 targets up to 3 m away

Effect: 2 bonuses: +1 to an attribute

You grow two berries at your feet. Each increases an attribute of your choice by 1 point until the end of combat (or for 10 minutes outside combat). You may eat these berries yourself or give them to allies less than 3 meters away. Each character may eat a maximum of 2 magical berries per combat (or per hour outside combat).

Animal Form
Path: Druid **Required Rank: 4**

4 EP 5 turns Self

Effect: Transforms you into an animal (up to 4 turns)

You transform into a totem animal. Choose the boar, wolf, bear, or eagle sheet and add your own attributes (STR, DEX, INT, CON, PER, CHA) to its attributes as bonuses or penalties. Do not include your own hit points or energy points. This sheet replaces yours for the duration of the transformation. You can therefore no longer use your character's weapons or special moves. If your new hit points drop to 0 while transformed, you lose your animal form and become Stunned for 1 turn. Your animal form ends automatically after 4 turns, but you may choose to end it earlier at the start of any of your turns. Once the transformation ends, you return to your original character sheet.

Stunned: The character cannot attack and must skip their turn during combat. Attack rolls against a Stunned target automatically succeed.

Metamorphosis
Path: Druid **Required Rank: 6**

6 EP 7 turns 1 target in melee

Effect: Transforms a target (2 turns)

You transform a target into a harmless animal. For 2 turns, the target cannot attack or defend, but may still move. If attacked before these 2 turns end, the target immediately returns to their normal form but takes no damage from that attack.

Tactical Retreat
Path: Rogue **Required Rank: 2**

2 EP 3 turns 1 target in melee

Effect: Melee ATK and 6 m of additional movement

You make a standard melee attack (an attack roll followed by your weapon's damage roll), then perform an acrobatic maneuver to disengage and reposition yourself up to 6 meters away. No Dexterity check is required to avoid an obstacle or enemy during this additional movement.

Piercing Strike
Path: Rogue **Required Rank: 4**

5 EP 3 turns 1 target within weapon range

Effect: Raw weapon DMG and target's armor durability check

You strike at the weak points in your target's armor, dealing raw damage (damage that ignores the target's armor) equal to your weapon's damage. If the target takes 10 or more damage, they must make a special durability check* for their armor to determine whether it breaks.

*On a durability check result of 1, the armor is broken rather than destroyed. Legendary armor cannot be broken or destroyed by Piercing Strike.

Execution
Path: Rogue **Required Rank: 6**

6 EP 5 turns 1 target within weapon range

Effect: Weapon DMG + DEX and execution

You deliver a potentially fatal blow to a target, dealing your weapon's damage + your Dexterity. If their hit points are below 10 (9 or fewer) after this attack, the target is executed (their HP drop to 0).

Paladin

Lay on Hands
Path: Warrior & Priest **Required Rank: 1**

4 EP 3 turns Self or 1 target in melee

Effect: Restores 2d6 + CON HP

You lay your hands on yourself or an ally to channel spiritual energy into a body. The target regains 2d6 + your Constitution hit points. This does not work on an Unconscious target (HP of 0 or less).

Light Shield
Path: Warrior & Priest **Required Rank: 3**

5 EP 5 turns 1 target up to 3 m away

Effect: AP bonus = CON (3 turns)

You channel your energy to create a magical shield around yourself or an ally less than 3 meters away. This shield grants an armor bonus equal to your Constitution for 3 turns.

Divine Retribution
Path: Warrior & Priest **Required Rank: 5**

6 EP 6 turns 1 target in melee

Effect: 1d20 + attacks suffered × CON DMG (requires 2 turns defending)
You invoke your god's power to deal a total of 1d20 + X times your Constitution damage to a target in melee. X is the number of attacks or special attacks you suffered during the last two turns (including those made by your allies). You may only use this special attack if you spent your last 2 turns in a defensive stance.

Bard

Serenade
Path: Priest & Mage **Required Rank: 1**

3 EP 3 turns 1 target up to 3 m away

Effect: Bonus allowing one dice roll to be rerolled (3 turns)

You sing a little song to improve the luck of an ally less than 3 meters away. They gain a one-use bonus, valid for 3 turns, allowing them to reroll a dice roll.

Whirling Notes
Path: Priest & Mage **Required Rank: 3**

5 EP 5 turns Multiple targets in 3 × 3 m, up to 5 m away

Effect: Raw area DMG = CHA (3 turns) (−2 EP per repositioning)

You conjure a whirlwind of musical notes that deals raw damage equal to your Charisma in a 3 × 3-meter area, placed up to 5 meters away. This area remains on the battlefield for 3 turns. Each turn, you may move it instead of taking your action by spending 2 energy points.

Enchanting Melody
Path: Priest & Mage **Required Rank: 5**

6 EP 6 turns 1 target up to 5 m away

Effect: Controls an enemy with lower INT and CHA (1 turn)

You sing an enchanting melody that lets you control an enemy with lower Intelligence and Charisma than you for 1 turn. However, the enchanted target's survival instinct prevents them from killing or striking themselves.

Weapon Summon
Path: Mage & Druid **Required Rank: 1**

4 EP 3 turns Self or 1 target in melee

Effect: Summons a random weapon (one at a time / until combat ends)

You summon a random weapon for yourself or an ally. Roll a d4 to determine its quality (1: Common/gray, 2: Uncommon/green, 3: Rare/blue, 4: Mythic/purple), then choose any available weapon of that quality. Summoned bows do not require arrows. You can summon only one weapon at a time. It disappears at the end of combat (or after 10 minutes outside combat). If it breaks, it is automatically destroyed.

Guardian Summon
Path: Mage & Druid **Required Rank: 3**

4 EP 8 turns 1 m in front of you

Effect: Summons a guardian (–1 EP per turn)

You summon a guardian at your side, under your control. Each turn, you must spend 1 energy point to maintain your link with it. If the link breaks, or your hit points or the guardian's hit points drop to 0, the guardian disappears. Your guardian always takes its turn after you.

Guardian Awakening
Path: Mage & Druid **Required Rank: 5**

5 EP 6 turns 1 guardian up to 5 m away

Effect: Guardian's stats ×2 (3 turns)

You pour an enormous amount of energy into your guardian, doubling its attributes and hit points. This effect ends after 3 turns.

To calculate the guardian's hit points once the awakening ends, divide its current hit points by 2, rounding down if necessary.

Thorn Trap
Path: Druid & Rogue **Required Rank: 1**

3 EP 4 turns 1 target up to 10 m away

Effect: Immobilizes an enemy (2 turns)

You channel your energy into the ground, causing thorny vines to grow around the feet of an enemy up to 10 meters away and Immobilizing them for 2 turns.

Immobilized: The character cannot move on their combat turn. They may still attack or defend. Attack rolls against an Immobilized target have reduced difficulty (–5).

Mark
Path: Druid & Rogue **Required Rank: 3**

5 EP 4 turns 1 target up to 6 m away

Effect: DMG ×2 against a target (until the end of your next turn)

You place a mark on a target up to 6 meters away. They take twice as much damage until the end of your next turn. The mark also affects attacks made by your allies.

Spectral Arrows
Path: Druid & Rogue **Required Rank: 5**

7 EP 5 turns Multiple targets in a 180° field of view, up to 15 m away

Effect: 1d8 + PER DMG for each successful PER check

You pick out your enemies and unleash a volley of powerful spectral arrows. Make a Perception check for each visible target within 15 meters. Deal 1d8 + your Perception damage to each target for which your Perception check succeeds.

Palm Strike
Path: Rogue & Warrior **Required Rank: 1**

3 EP 2 turns 1 target in melee

Effect: 1d6 + STR + DEX DMG and pushes back up to 3 m

You deliver a powerful palm strike, pushing your target up to 3 meters backward. The target takes damage equal to 1d6 + your Strength + your Dexterity. You can use this technique to disengage before moving.
This attack does not work on creatures with the Edges "Giant", "Incorporeal", or "Flight".

Stunning Blow
Path: Rogue & Warrior **Required Rank: 3**

4 EP 3 turns 1 target in melee

Effect: 1d8 + STR + DEX DMG and Stunned (1 turn)

You deliver a powerful punch to an enemy, dealing damage equal to 1d8 + your Strength + your Dexterity. Your target makes a Constitution check; if they fail, they become Stunned.

Stunned: The character cannot attack and must skip their turn during combat. Attack rolls against a Stunned target automatically succeed.

Lightning Rush
Path: Rogue & Warrior **Required Rank: 5**

5 EP 4 turns Multiple targets in melee

Effect: Melee ATK × number of targets along your route

You run from one target to another, chaining together rapid melee attacks. Make a standard attack against a target (an attack roll followed by your weapon's damage roll), then make a Dexterity check to see whether you can continue the sequence. Your attacks continue as long as a new target is less than 5 meters from the previous one and you succeed on your Dexterity check.

Regenerating Bite
Special Attack: 1d20

4 EP 4 turns Self

Effect: Steals 1d6 + STR HP

The creature sinks its fangs into its target, draining its vitality. It deals 1d6 + its Strength in damage and heals the same number of hit points.

Spectral Orb
Special Attack: 1d20

3 EP 1 turn 1 target 2–10 m away

Effect: Weapon DMG

The creature launches a powerful orb of spectral energy at a target 2 to 10 meters away.

Necromantic Summoning
Special Attack: 1d20

6 EP 4 turns 1 m in front of the user

Effect: Summons an undead creature

The creature summons an undead creature of its choice (Zombie or Skeleton) beside it.

Charge
Special Attack: 1d20

0 EP 3 turns One target 2 or 3 m away

Effect: Charge, 1d4 + CON DMG, and push back 2 m

The creature charges a target 2 or 3 meters away, dealing 1d4 + its Constitution in damage. The target is then hurled 2 meters backward.

EQUIPMENT TABLES

WEAPONS

R.	Name	Path	Range	Damage	Price
	One-handed melee weapons[1]				
	Basic Sword	Warrior	Melee	1d8+STR	15 gp
	Sword	Warrior	Melee	1d10+STR	45 gp
	Fine Sword	Warrior	Melee	1d12+STR	135 gp
	Enchanted Sword	Warrior CB*	Melee	1d12+STR	270 gp
	Basic Axe	Warrior	Melee	1d6+1+STR	15 gp
	Axe	Warrior	Melee	1d8+1+STR	45 gp
	Fine Axe	Warrior	Melee	1d10+1+STR	135 gp
	Enchanted Axe	Warrior CB*	Melee	1d10+1+STR	270 gp
	Basic Mace	Warrior	Melee	1d6+STR	10 gp
	Mace	Warrior	Melee	1d8+STR	30 gp
	Fine Mace	Warrior	Melee	1d10+STR	90 gp
	Enchanted Mace	Warrior CB*	Melee	1d10+STR	180 gp
	Basic Flail	Warrior	Melee	1d8-1+STR	10 gp
	Flail	Warrior	Melee	1d10-1+STR	30 gp
	Fine Flail	Warrior	Melee	1d12-1+STR	90 gp
	Enchanted Flail	Warrior CB*	Melee	1d12-1+STR	180 gp
	Hammer, Club	Warrior	Melee	1d4+STR	5 gp
	Basic Dagger	Rogue	Melee	1d6+DEX	10 gp
	Dagger	Rogue	Melee	1d8+DEX	30 gp
	Fine Dagger	Rogue	Melee	1d10+DEX	90 gp
	Enchanted Dagger	Rogue CB*	Melee	1d10+DEX	180 gp
	Knife	Rogue	Melee	1d4+DEX	5 gp
	Sickle	Druid	Melee	1d4+DEX	5 gp
	Two-handed melee weapons[2]				
	Basic Spear	Warrior-2	2m max	1d6+STR+DEX	20 gp
	Spear	Warrior-2	2m max	1d8+STR+DEX	45 gp
	Fine Spear	Warrior-2	2m max	1d10+STR+DEX	135 gp
	Enchanted Spear	Warrior-2 CB*	2m max	1d10+STR+DEX	270 gp
	Longsword	Warrior-3	Melee	1d8+2STR	50 gp
	Fine Longsword	Warrior-3	Melee	1d10+2STR	150 gp
	Enchanted Longsword	Warrior-3 CB*	Melee	1d10+2STR	300 gp
	Halberd	Warrior-3	2m max	1d8+4+STR	50 gp
	Fine Halberd	Warrior-3	2m max	1d10+6+STR	150 gp
	Enchanted Halberd	Warrior-3 CB*	2m max	1d10+6+STR	300 gp
	Basic Brawling Weapons	Warrior or Rogue	Melee	1d4+STR+DEX	15 gp
	Brawling Weapons	Warrior or Rogue	Melee	1d6+STR+DEX	45 gp
	Fine Brawling Weapons	Warrior or Rogue	Melee	1d8+STR+DEX	135 gp
	Enchanted Brawling Weapons	Warrior or Rogue CB*	Melee	1d8+STR+DEX	270 gp

R.	Name	Path	Range	Damage	Price
	Staff	Warrior or Druid	2m max	1d4+STR	5 gp
		Ranged weapons[3]			
	Basic Shortbow	Rogue	Between 2 - 15m	1d6+DEX	10 gp
	Shortbow	Rogue	Between 2 - 15m	1d8+DEX	30 gp
	Fine Shortbow	Rogue	Between 2 - 15m	1d10+DEX	90 gp
	Enchanted Shortbow	Rogue CB*	Between 2 - 15m	1d10+DEX	180 gp
	Longbow	Rogue or Druid -2	Between 3 - 60m	1d8+DEX+PER	40 gp
	Fine Longbow	Rogue or Druid -2	Between 3 - 60m	1d10+DEX+PER	120 gp
	Enchanted Longbow	Rogue or Druid -2 CB*	Between 3 - 60m	1d10+DEX+PER	240 gp
	Boomerang	Druid	Between 2 - 10m	1d4+DEX	10 gp
		Magic weapons[4]			
	Basic Wand	Mage	-	1d8+INT	15 gp
	Wand	Mage	-	1d10+INT	45 gp
	Fine Wand	Mage	-	1d12+INT	135 gp
	Basic Scepter	Mage or Priest -2	-	1d6+INT+CHA	30 gp
	Scepter	Mage or Priest -2	-	1d8+INT+CHA	90 gp
	Fine Scepter	Mage or Priest -2	-	1d10+INT+CHA	270 gp
	Basic Magic Staff	Mage or Druid -2	-	1d6+INT+PER	20 gp
	Magic Staff	Mage or Druid -2	-	1d8+INT+PER	60 gp
	Fine Magic Staff	Mage or Druid -2	-	1d10+INT+PER	180 gp

*CB (Critical Bonus): Double damage on an attack roll of 19 or 20 (instead of only 20).

Armor

R.	Name	Require	Penalty	Armor points	Price
		Light armor			
	Padded Armor	None		1	20 gp
	Studded Leather Armor	None	-1 Charisma	2	40 gp
		Heavy armor5			
	Scale Mail	Constitution > 1	-1 Dexterity	3	60 gp
	Half Plate	Constitution > 2	-2 Dexterity	4	120 gp
	Chain Mail	Constitution > 3	-3 Dexterity	5	240 gp
	Plate Armor	Constitution > 4	-4 Dexterity	6	480 gp
		Shields[6]			
	Basic Shield	Strength > 0	Impossible dodge	+3 in defense	30 gp
	Shield	Strength > 2	Impossible dodge	+4 in defense	90 gp
	Fine Shield	Strength > 4	Impossible dodge	+5 in defense	270 gp

R.	Name	Effect	Price
		Consumables [7]	
	Tankard of Beer, Glass of Wine ...	Regenerates 3 EP (Consumable 2 per hour) Requires a Constitution check to hold your liquor. If failed, temporarily apply a -1 penalty to your attributes and temporarily increase your morale by +1	2 sp
	Ration, Quick Meal ...	Regenerates 6 EP (Consumable once every 4h)	3 sp
	Hearty Meal	Regenerates 10 EP (Consumable once every 6h)	5 sp
	Bandage	Heals 6 HP (Consumable 2 per day)	6 sp
	Healing Kit	Heals 10 HP (Consumable 1 per day)	1 gp
	First Aid Kit	Revives an unconscious ally to 1 HP	4 gp
	Enchantment Scroll	Allows enchanting a rare (blue) weapon to increase its power. Does not work on magical weapons. Effect: Increased rarity and critical bonus applied on attack rolls of 19. Choose a rare weapon and roll a d6: • 1: The weapon is destroyed (it cannot be repaired) • 2: The weapon is broken • 3 or 4: Nothing happens • 5 or 6: The enchantment is successful	10 gp
		Quick consumables	
	Arrow		1 sp
	Piercing Arrow	+1 DMG bonus on a bow attack	3 sp
	Fine Piercing Arrow	+2 DMG bonus on a bow attack	1 gp
	Healing Potion	Heals 10 HP usable in combat	3 gp
	Fine Healing Potion	Heals 20 HP usable in combat	9 gp
	Energy Potion	Regenerates 10 EP usable in combat	3 gp
	Fine Energy Potion	Regenerates 20 EP usable in combat	9 gp
	Revival Potion	Revives an unconscious ally with 1 HP (requires to be in melee range) usable in combat	15 gp
	Smoke Bomb	Allows escape from combat and/or to evade enemies	5 gp
		Clothing	
	Rags	-1 Charisma penalty	5 sp
	Everyday Clothes		5 gp
	Fine Clothes	+1 Charisma bonus	15 gp
	Luxury Clothes	+2 Charisma bonus	45 gp
	Warm Clothing	Allows resistance to freezing temperatures	10 gp
		Accessories	
	Rope (5m)		5 sp
	Rope (10m)		1 gp
	Lockpicking Kit	Allows you to pick a lock if you have the «Lockpicker» Edge	1 gp
	Tent (2 people)	Allows recovering +5 HP after a night's sleep	10 gp
	Tent (4 people)	Allows recovering +5 HP after a night's sleep	15 gp

R.	Name	Effect	Price
	Tinderbox		5 sp
	Waterskin (1L)		5 sp
		Musical Instrument	
	Flute	+1 bonus to special attack roll for Bard's special abilities	5 gp
	Harp	+2 bonus to special attack roll for Bard's special abilities	15 gp
	Lute	+3 bonus to special attack roll for Bard's special abilities	45 gp
		Relic	
	Old Relic	+1 HP or EP bonus on Priest or Paladin's healing	15 gp
	Ancestral Relic	+2 HP or EP bonus on Priest or Paladin's healing	45 gp
	Ancient Relic	+3 HP or EP bonus on Priest or Paladin's healing	125 gp

[1] A character can equip a one-handed weapon and a shield simultaneously, or two one-handed weapons thanks to the «Ambidexterity» Edge.

[2] A character cannot equip another weapon or shield while wielding a two-handed weapon. Some of these weapons are more difficult to handle and may have a penalty on their attack roll, thus increasing the difficulty.

[3] Short and long bows require the use of an arrow for each attack, even if it fails. Arrows that have not hit any target can be retrieved at the end of the combat. The difficulty of the attack roll of a ranged weapon may be increased depending on the obstacles between the target and the attacker.

[4] Wands, scepters and magic staffs can only inflict damage using the special moves from the Mage path. Their range depends on the spell used.

[5] Heavy armor require a minimum Constitution score to be worn. They decrease the wearer's mobility, thus reducing their Dexterity.

[6] Shields require a minimum Strength score to be wielded. They cannot be equipped simultaneously with a two-handed weapon or a bow. Their armor bonus applies only in defense position; however, they negate the possibility of dodging an incoming attack.

[7] Standard consumables cannot be used in combat unlike quick consumables.

Services

Name	Effect	Price
Night at an Inn	Restores 7 HP after a night's sleep	1 gp
Weapon and Armor Repair	Weapon or armor repaired (without penalty)	Item price/2
Hospital Treatment	Revives an unconscious ally to 1 HP	2 gp
Stagecoach Travel (up to 6 people) per day	Travel time reduced by 3 and ability to recover 2 HP during a long trip (+ 3 hours)	3 gp
Horse Rental per day	Travel time reduced by 5	1 gp

BESTIARY : CREATURES

GOBLIN

HP : 5 EP : 5

STR	DEX	INT	CON	PER	CHA
-4	4	-4	-4	4	-4

Weapon	Range	ATK	DMG
Knife	Melee	1d20	1d4+DEX

Goblins are small, malevolent creatures that live in abandoned caves or gloomy slums. Individually weak, they gather in large numbers to torment other creatures.

Edges : Combat Agility, Darkvision

KOBOLD

HP : 9 EP : 9

STR	DEX	INT	CON	PER	CHA
-3	3	-4	-1	3	-4

Weapon	Range	ATK	DMG
Basic Dagger	Melee	1d20	1d6+DEX
Sling	10m max	1d20	1d4+DEX

Kobolds are very cowardly reptilian creatures that have a habit of infesting sewers and swamps. They make up for their physical ineptitude with their great talent for setting traps.

Edges : Darkvision

Special move : Tactical Retreat

HARPY

HP : 12 EP : 8

STR	DEX	INT	CON	PER	CHA
1	3	-2	-3	4	-3

Weapon	Range	ATK	DMG
Talons	Melee	1d20+2	1d4+DEX+STR

A harpy combines the body, legs and wings of a vulture with the torso, arms and head of a human. Its sweet melody has led countless adventurers to their doom.

Edges : Elusive, Flight

GNOLL

HP : 15 (1) EP : 10

STR	DEX	INT	CON	PER	CHA
2	2	-3	0	3	-5

Weapon	Range	ATK	DMG
Common Weapon of choice			

Armor	Require	Penalty	AP
Padded Armor	None	-	1

Gnolls are savage humanoids with hyena heads, attacking without warning and slaughtering their victims to then devour them.

TROLL

HP : 25 (1) EP : 20

STR	DEX	INT	CON	PER	CHA
5	1	-4	5	2	-5

Weapon	Range	ATK	DMG
Claws	Melee	1d20+2	1d4+DEX+STR

Dreaded green-skinned giants, trolls eat everything they can catch and devour. Only acid and fire can stop the regenerative properties of a troll's flesh.

Edges : Tough, Elusive, Giant

Special move : Regenerating Bite

OGRE

HP : 30 (2) EP : 20

STR	DEX	INT	CON	PER	CHA
7	-2	-5	7	0	-5

Weapon	Range	ATK	DMG
Giant Club	2m max multi-target*	1d20	1d8+STR

**all targets within a 2m radius of him*

Ogres look like giants and are known for their irritable nature. When provoked, an ogre will lash out in a fit of frustrated anger until it has no more objects or creatures to crush.

Edges : Tough+, Elusive, Giant

Special moves : Fury, Overturn, Charge

BESTIARY : SOULS

SPECTER

HP : 8 EP : 8

STR	DEX	INT	CON	PER	CHA
-5	0	0	-5	0	0

Spell	Range	ATK	DMG
Power	-	1d20+2	1d8 Raw*

**The raw damage does not take armor into account*

Specters are the spirits of creatures whose souls were unable to reach their destination at the time of death, often due to black magic.

Edges : Elusive, Incorporeal, Magical Creature

Special moves : Absorption, Spectral Orb

NECROMANCER

HP : 15 EP : 15

STR	DEX	INT	CON	PER	CHA
-3	0	3	0	0	2

Weapon	Range	ATK	DMG
Necrotic Scepter	-	1d20+2	1d8+INT

Necromancers are specialized magicians who study the interaction of life, death and the afterlife. They enjoy digging up corpses to create undead slaves.

Special moves : Spectral Orb, Necromantic Summoning

ZOMBIE

HP : 7 EP : 10

STR	DEX	INT	CON	PER	CHA
2	-2	-5	0	-2	-5

Weapon	Range	ATK	DMG
Jaw	Melee	1d20	1d4+STR Raw*

**The raw damage does not take armor into account*

A zombie is the result of necromantic magic cast in order to reanimate a corpse, usually humanoid. Sometimes a zombie will also rise on its own if it is in a place strongly imbued with an aura of death or necromantic energy.

Edges : Undead

Special move : Regenerating Bite

SKELETON

HP : 10 EP : 10

STR	DEX	INT	CON	PER	CHA
1	1	-5	-2	-2	-5

Weapon	Range	ATK	DMG
Common Weapon of choice			

A skeleton is the result of necromantic magic cast to reanimate bones, usually humanoid. Sometimes a skeleton will also rise on its own if it is in a place strongly imbued with an aura of death or necromantic energy.

Edges : Undead, Magical Creature

ELEMENTAL (FIRE, LIGHTNING OR ICE)

HP : 25 EP : 20

STR	DEX	INT	CON	PER	CHA
0	0	0	0	0	0

Weapon	Range	ATK	DMG
Power	-	1d20+2	1d20

Elemental spirits that have taken on an almost humanoid physical form. Composed entirely of the element from which they draw their energy, these spirits can cause terrible damage around them.

Edges : Elusive, Magical Creature

Special moves : Elemental Spell (Fire, Lightning or Ice), Absorption

STONE GOLEM

HP : 30 2 EP : 20

STR	DEX	INT	CON	PER	CHA
6	0	-6	6	0	0

Weapon	Range	ATK	DMG
Fist	Melee multi-target*	1d20	1d8+STR

**all targets within a 1m radius of him*

Stone golems are artificial magical creatures carved out of stone in the shape of large, impressive statues. Animated by magic, golems are very resistant creatures; they are generally used to protect places from an intrusion.

Edges : Tough+, Magical creature

Special moves : Palm Strike, Stunning Blow

BESTIARY : PEOPLE

WARRIOR (LVL 1)

Warrior : 2

HP : 17 (1) EP : 10

STR	DEX	INT	CON	PER	CHA
3	0	-2	2	-1	-2

Weapon	Range	ATK	DMG
Basic Axe	Melee	1d20+2	1d6+1+STR

Armor	Require	Penalty	AP
Padded Armor	None	-	1

Special move : Fury

PRIEST (LVL 1)

Priest : 2

HP : 15 EP : 10

STR	DEX	INT	CON	PER	CHA
-1	-2	1	0	0	2

Weapon	Range	ATK	DMG
Basic Sword	Melee	1d20	1d8+STR

Edge : First Aid

Special move : Prayer

MAGE (LVL 1)

Mage : 2

HP : 12 EP : 10

STR	DEX	INT	CON	PER	CHA
-3	0	3	-3	1	2

Weapon	Range	ATK	DMG
Wand	-	1d20+2	1d10+INT

Edge : Elemental Mastery

Special moves :
Elemental Spell Fire, Lightning and Ice

DRUID (LVL 1)

Druid : 2

HP : 15 EP : 10

STR	DEX	INT	CON	PER	CHA
1	1	0	0	1	-3

Weapon	Range	ATK	DMG
Longbow	3 - 60m	1d20	1d8+DEX+PER

Special move : Magical Berries

ROGUE (LVL 1)

Rogue : 2

HP : 14 (1) EP : 10

STR	DEX	INT	CON	PER	CHA
-2	3	-1	-2	2	0

Weapon	Range	ATK	DMG
Basic Dagger	Melee	1d20+2	1d6+DEX
Basic Dagger	Melee	1d20+2	1d6+DEX

Armor	Require	Penalty	AP
Padded Armor	None	-	1

Edge : Ambidexterity

Special move : Tactical Retreat

PALADIN (LVL 1)

Warrior & Priest : 1

HP : 17 (1-4) EP : 10

STR	DEX	INT	CON	PER	CHA
2	-3	0	3	-3	1

Weapon	Range	ATK	DMG
Basic Sword	Melee	1d20+1	1d8+STR

Armor	Require	Penalty	AP
Padded Armor	None	-	1
Basic Shield	Strength > 0	~~Dodge~~	+3

Special move : Lay on Hands

BESTIARY : PEOPLE

BARD (LVL 1)

Priest & Mage : 1

HP : 15 EP : 10

STR	DEX	INT	CON	PER	CHA
-2	0	0	0	0	2

Weapon	Range	ATK	DMG
Basic Dagger	Melee	1d20	1d6+DEX

Edge : Lucky

Special move : Serenade

SUMMONER (LVL 1)

Mage & Druid : 1

HP : 14 1 EP : 10

STR	DEX	INT	CON	PER	CHA
1	1	1	-1	-1	-1

Armor	Require	Penalty	AP
Padded Armor	None	-	1

Special move : Weapon Summon

HUNTER (LVL 1)

Druid & Rogue : 1

HP : 15 EP : 10

STR	DEX	INT	CON	PER	CHA
0	2	-2	-2	2	0

Weapon	Range	ATK	DMG
Basic Shortbow	2 - 15m	1d20+1	1d6+DEX

Special move : Thorn Trap

BRAWLER (LVL 1)

Rogue & Warrior : 1

HP : 15 1 EP : 10

STR	DEX	INT	CON	PER	CHA
2	2	-2	0	1	-3

Weapon	Range	ATK	DMG
Basic Brawling Weapons	Melee	1d20+1	1d4+STR+DEX

Armor	Require	Penalty	AP
Padded Armor	None	-	1

Special move : Palm Strike

BANDIT

Rogue & Warrior : 1

HP : 15 EP : 10

STR	DEX	INT	CON	PER	CHA
-3/3	-3/3	-3/3	-3/3	-3/3	-3/3

Weapon	Range	ATK	DMG
Common Weapon of choice			

Bandits roam in gangs and are sometimes led by thugs, veterans or mages. Not all bandits are bad. Oppression, drought, epidemics or famine can often lead honest people to a life of banditry.

Special move : Palm Strike

CITADEL GUARD

Warrior : 4

HP : 20 3-7 EP : 13

STR	DEX	INT	CON	PER	CHA
3	0(-1)	-2	2	-2	1

Weapon	Range	ATK	DMG
Sword	Melee	1d20+4	1d10+STR

Armor	Require	Penalty	AP
Scale Mail	Constitution > 1	-1 Dexterity	3
Shield	Strength > 2	~~Dodge~~	+4

Special move : Fury, Overturn

BESTIARY : SUMMONS AND ANIMALS

GUARDIAN

HP : 10+LVL* 0-3 EP : 0

STR	DEX	INT	CON	PER	CHA
3	0	0	2	0	0

Weapon	Range	ATK	DMG
Fist	Melee	1d20+2	1d4+STR

Armor	Require	Penalty	AP
Basic Shield	Strength > 0	~~Dodge~~	+3

Guardians are magical creatures fashioned from the energy of a powerful sorcerer, materialized in the tangible world to serve their creator.

Edge : Magical Creature

**Summoner level*

AWAKENED GUARDIAN

HP : 20+2LVL* 0-3 EP : 0

STR	DEX	INT	CON	PER	CHA
6	0	0	4	0	0

Weapon	Range	ATK	DMG
Fist	Melee	1d20+2	1d4+STR

Armor	Require	Penalty	AP
Basic Shield	Strength > 0	~~Dodge~~	+3

Guardians are magical creatures fashioned from the energy of a powerful sorcerer, materialized in the tangible world to serve their creator.

Edge : Magical Creature

** Summoner level*

WOLF

HP : 7 EP : 0

STR	DEX	INT	CON	PER	CHA
2	2	-3	-1	3	1

Weapon	Range	ATK	DMG
Jaw	Melee	1d20+2	1d4+STR+DEX Raw*

**The raw damage does not take armor into account*

BEAR

HP : 12 1 EP : 0

STR	DEX	INT	CON	PER	CHA
4	-1	-3	4	0	0

Weapon	Range	ATK	DMG
Claw	Melee	1d20	1d4+STR

Edge : Tough

EAGLE

HP : 5 EP : 0

STR	DEX	INT	CON	PER	CHA
-3	4	-3	-1	4	1

Weapon	Range	ATK	DMG
Talons	Melee	1d20	1d4+DEX

Edges : Combat Agility, Swift, Flight

WILD BOAR

HP : 9 EP : 0

STR	DEX	INT	CON	PER	CHA
3	1	-3	4	0	-1

Weapon	Range	ATK	DMG
Tusks	Melee	1d20+2	1d4+CON

Special move : Charge

GIANT SPIDER

HP : 6 EP : 0

STR	DEX	INT	CON	PER	CHA
0	3	-2	0	0	-2

Weapon	Range	ATK	DMG
Mandibles	Melee	1d20+2	1d4+DEX

Edges : Venomous

GIANT SNAKE

HP : 8 EP : 0

STR	DEX	INT	CON	PER	CHA
3	1	-2	0	-2	-1

Weapon	Range	ATK	DMG
Fangs	Melee	1d20	1d4+STR

Edges : Venomous