



ASTRENOR

RULE BOOK



RULES OF THE GAME

ASTRENOR ROLE PLAYING GAME

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Astrenor is a medieval fantasy role-playing game developed by the Character Sheet Online team, in which players embody young adventurers in search of glory, in a world where conflicts and political games rage. In Astrenor, players will be faced with moral dilemmas as well as strategic choices that will have an impact on their future adventures.

This game is based on known mechanics and simple rules that favor the narrative and the immersion of the players in the universe. It is designed for beginners and people who want to discover role-playing.

Astrenor's character sheets have been designed and optimized for use on the charactersheetonline.com (also known as CSO) website. However the use of these is not mandatory to play a game of Astrenor.

If you find any spelling mistakes, errors or inaccuracies, do not hesitate to contact us on our discord to <https://discord.gg/9TRdxxj> or to report them by mail to : charactersheetonline@gmail.com.

WHAT IS A ROLE PLAY?

A role-playing game, or RPG for short, is a board 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 the situations to the players, play the role of the other characters and makes 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 infused with magic, named Astrenor. Sciences and technologies are beginning to emerge and intertwine with magic, gradually revolutionizing the daily lives of its inhabitants. Originally, Astrenor was populated 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 extensive arable lands. Once in conflict, the nations of Rautha are now unified through the Alliance of the Three Kingdoms, formed to face the threat from Asgure.

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

The Republic of Rautha is the nerve center of the continent, governed by President Panorius, a kind and scholarly man who has garnered the sympathy of the inhabitants through his economic policies that have enabled technological and scientific development in part of the continent.

Asgure is a mostly desert and rocky territory where crops struggle to grow. The inhabitants primarily rely on fishing and the exploitation of coal and iron mines. With limited resources, Asgure's forces have been seeking a place on the

continent of Rautha for years, with little success since their last defeat against the allied forces of Rautha. The majority of Asgure's population now lives 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 ruled by anarchy, and Dezolation, a former battlefield now serving as the training ground 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 disciples and feared by his enemies. This leader is also the winner of the last Tournament of Kings, an event that occurs every ten years and involves all contenders for the throne of Asgure.

Tolan is a sacred 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.

Regarding geopolitical aspects, Rautha and Asgure maintain highly conflicted relations, as their ideologies and ways of life are opposed. Their territories and inhabitants bear the marks of centuries of conflicts, whether visible on the battlefields of Dezolation or invisible in the enduring resentment that animates these peoples.

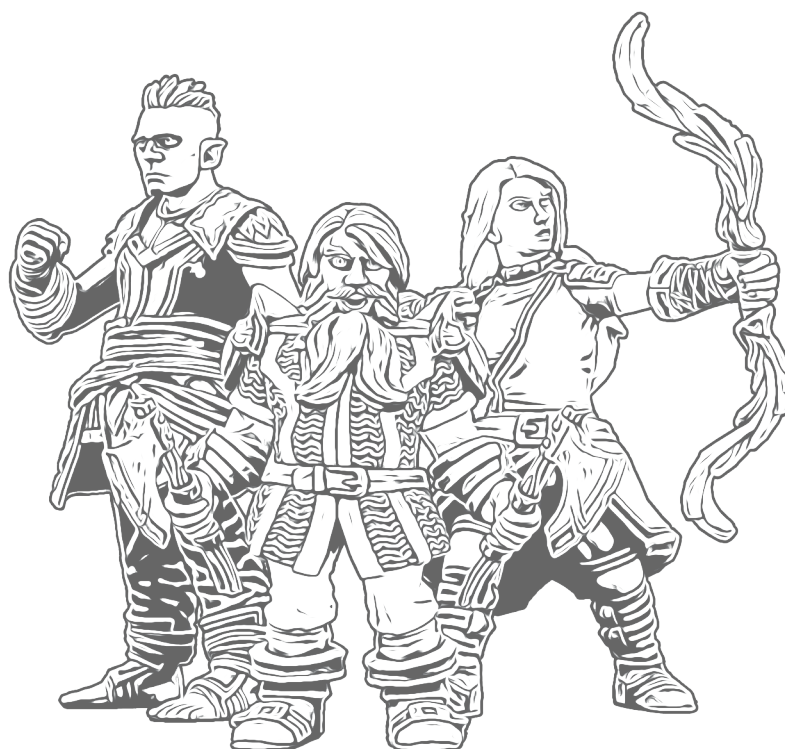
On the other side of the ocean, Tolan, benefiting from its sacred aura, seems to thrive in the shadows, according to rumors circulating from tavern to tavern.

While tensions between Rautha and Asgure may appear to have eased, 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 embody young adventurers fresh out of the academy of the Republic of Rautha, traveling the world in search of quests to accomplish for the prestige of their guild, but also for their pecuniary interest. Their journey will lead them to take part in certain conflicts, putting them in front of ethical and moral dilemmas that could well impact the universe of Astrenor.



REQUIREMENTS

Before starting your campaign, the Game Master as well as the players should read all the rules and information contained in this document, in order to play your games in the best conditions.

We recommend that you use our charactersheetonline.com website to create your campaign and your character sheets. To do so, the Game Master must register on our site, log in to their account and create their first campaign by selecting the role-playing game «Astrenor» among those proposed. Once in the campaign, the Game Master is free to create the sheets for their players or to let them edit their own sheets, by sharing the link of these. When you launch your first campaign, a tutorial should start, we advise you to follow it carefully

Each player must have a character sheet to fill out, following the character creation process described below.

The Astrenor character sheets are available in PDF format for download at www.Astrenor.com

Create your character from scratch by downloading the blank character sheet or use a pre-made character sheet.



MATERIAL

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

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

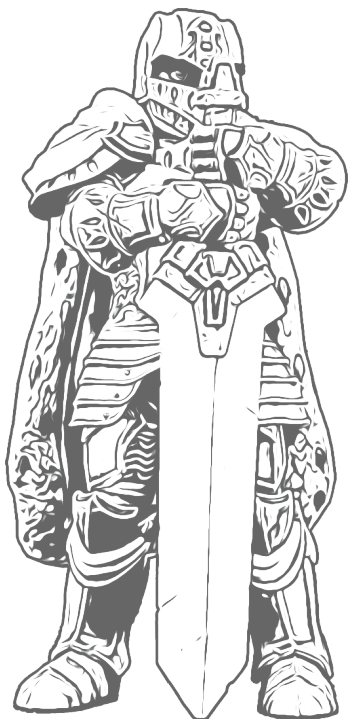
If you are using the charactersheetonline.com website, you can simulate dice rolls using the button at the bottom right of your screen, when you are in a campaign or on a character sheet.

CHARACTER CREATION

As in all role-playing games, before starting a game of Astrenor, each player must have a character sheet, which they will have duly completed with the help of the Game Master, according to the character they wishes to play. These characters are generally called PC for «player character», as opposed to NPC for «nonplayer character», which are played by the Game Master.

To add a sheet to your CSO campaign, simply click on «new character» to add a blank sheet or «pre-made character» to add an already completed sheet.

The Astrenor character sheets are composed of several elements detailed below. Please read all these elements to create your character.



EXPERIENCES AND LEVELS

Every new adventurer starts at level 1, this level will be able to increase during their adventures, thanks to the experience points (EXP) distributed at the end of each scenario.

The steps for moving from one level to the next are as follows:

Required Exp.	Level	Required Exp.	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 kept when changing levels.

To change your level or your experience points on a CSO sheet, you just have to click directly on the level of a character located at the top left of their sheet.

When a character levels up, he gains various bonuses described in the «Endgame» section of the rulebook.

HEALTH AND ENERGY

Health and energy points determine the physical and spiritual state of a character.

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

Each new character, played by a player, initially has 15 health points and 10 energy points. A bonus or a malus equivalent to the character's Constitution will be applied to the health points.

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

Health points (HP) correspond to a character's physical condition. They are usually spent during combat, when a character suffers an attack. They can be recovered after healing or a long rest. If they fall to 0, the character falls unconscious and can no longer perform any action until they is healed. Once in a coma, health points can reach negative values and if they reach less than their maximum value (-15 for a level 1 character with 0 in constitution), the character dies permanently.

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

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

CHARACTERISTICS

Characteristics represent a character's ability in a field and can range from -5 to 10, with 0 being the normal human average.

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

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

To help you in making your choice, here is a description of each of these characteristics.

Strength (STR): Very useful for physical actions, it can be required to successfully break down a door, lift a rock or win an arm struggle. In combat, it is useful for handling swords, axes, hammers and halberds and for some melee skills.

Dexterity (DEX): Allows you to move quickly and unobtrusively and to make precise gestures, it can for example be required for successful spinning, jumping over an obstacle or hooking. In combat, it is useful for handling daggers and bows, dodging attacks and for stealth or acrobatic skills.

Intelligence (INT): Indispensable for using magic and understanding one's environment, it can be required to successfully read a map, decipher an ancient language or perform first aid. In combat, it is useful for handling wands and scepters and for skills involving magic.

Constitution (CON): Defines a character's toughness and resistance to injuries, disease and fatigue, and can be used to determine whether a character can wear heavy armor or hold their liquor. When a character gains a point of constitution, they also gains 1 point of max health (and by extension -1 of min health).

Perception (PER): Defines the ability to perceive things and to anticipate dangers, it can for example be required to succeed in hearing a discussion in the distance or to find a hidden object.

Charisma (CHA): Represents the presence and the

aura of a character, it can for example be required to convince or seduce someone.

During the game, the game master can ask for a characteristic roll to determine if a «complex» action is successful or not. A complex action is one that requires a special effort on the part of the character or some luck. For this type of action, the Game Master announces which characteristic is the most relevant for the task to be accomplished and the difficulty of this one. The difficulty determines the expected result of the characteristic roll

Difficulty	Minimum expected
Easy	5
Medium (By default)	10
Difficult	15
Very difficult	20

To resolve a characteristic roll, the player concerned rolls a dice 20, then adds the score of their requested characteristic to the result obtained. If this total is equal or superior to the result expected by the difficulty, the roll is a success, otherwise it is a failure. However, if the result of the dice 20 is 1, it is a critical failure, the character necessarily misses their action, conversely if the result of the dice 20 is 20, then it is a critical success, the character necessarily succeeds their action, no matter the difficulty or their characteristic score.

Example : Kevin wants to break down a door, the game master asks him to make a Strength roll of medium difficulty. Kevin has 2 in Strength, he rolls a dice 20, he gets 9, he adds his Strength score which gives him 11, 11 being higher than 10 (the expected result of a medium difficulty), he succeeds in his action and breaks down the door.

MORALE

Morale points (MP) correspond to the mental health of the character, they can range from 0, the character sinks into madness, to 10, the character is happy and in full possession of their means.

Morale points are visible on the first tab of the character sheets, just below the characteristics.

Each new level 1 character starts with 5 morale points.

Morale points are lost when a character performs an action that goes against their ethics or when they experience a traumatic event (here are some examples: stealing a homeless person's purse will cost you -1 morale while murdering an innocent person will cost you -2 morale). The loss of morale points is up to the Game Master and can vary depending on the character of the characters. At the end of a campaign or a scenario, morale points can be earned according to the objectives reached.

Apply the following effects according to the number of morale points of your character:

MP	Effet
10	+1 bonus to all the character's characteristics
9	+1 bonus to one of the character's characteristics, at the player's choice
Between 3 and 8	No effect
2	-1 malus to one of the character's characteristics, at the GM's choice
1	-1 malus on all character's characteristics
0	The character sinks into madness and can no longer be played

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

APPEARANCE

A character's appearance is defined by race, age, height, weight and special features.

Information about appearance can be found on the second tab of the character sheets.

In Astrenor, there are many races living scattered across the three continents. While certain races predominate in certain regions of Rautha and Asgure, it's not uncommon for people of different origins to live together. The intermingling of these different peoples has led to a significant interbreeding of the population, so much so that some nations have become entirely cosmopolitan. Today, Astrenor's inhabitants rarely identify themselves by race, preferring to mark their allegiance to the kingdom or continent to which they are loyal.

Players can choose from the following races: Human, Dwarf, Half-Dwarf, Elf, Half-Elf, Orc, Half-Orc, or Reptilian.

Reptilian are a rare species of humanoid with skin covered, wholly or in part, with scales and orange-red eyes. Some may have two small horns or a crest at the top of their skull. No one knows how or when Reptilians first appeared in Astrenor.

Races do not offer any innate advantages or disadvantages, they only serve to give additional information about the character's appearance and background.

Players may choose to add physical or mental attributes to their characters to give them more substance and personality. These features should not, however, give the character any advantage or disadvantage.

Examples: a pair of mint eyes, a braided beard, a belief in a religion...

STRENGTHS AND WEAKNESSES

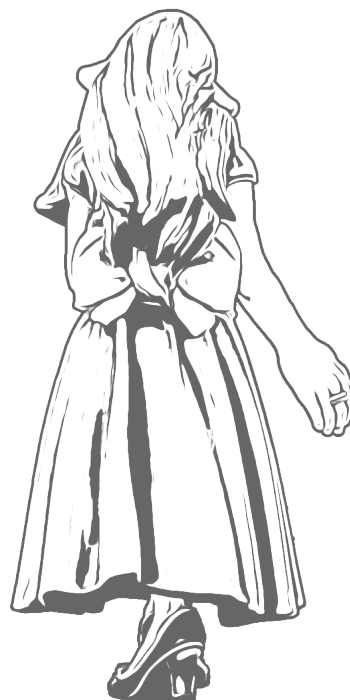
Strengths and weaknesses are character traits that directly impact their characteristics, abilities and/or possessions.

They are listed below the specifics on the second tab.

Players can choose up to 3 trumps and 3 handicaps, from the list available in the appendix. Each strength and weakness has a score ranging from -3 to +3 depending on their impact. All the strengths and weakness of a level 1 character must be equal to (or less than) 0.

The game master may exceptionally assign new strengths or weakness during the game if it is justified or deserved.

Example : A character receives an arrow in the eye, following a critical success of the enemy, the game master decides to apply the weakness «one-eyed» to this character.



PATHS

Paths define an adventurer's fighting style and their mastery rank varies from 0 to 10. Paths allow you to unlock special moves and master certain types of weapons.

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

In Astrenor, adventurers can specialize in three paths: the warrior, the wizard and the thief. Each of these paths can be combined to obtain unique skills and masteries. Level 1 characters start with 1 rank 2 path or 2 rank 1 paths.

WARRIOR'S PATH

The warrior is an expert in hand-to-hand combat and the handling of swords and axes. They handle both light and heavy weapons such as longswords and halberds. The warrior's skills give them more resistance and damage bonuses, allowing them to unleash their full potential in melee.

Tip: If you wish to specialize in this path, it is best to increase your character's Strength and Constitution.

THIEF'S PATH

The thief is quick and agile, able to quickly sneak up on their targets to inflict lethal blows. However, their weak stamina does not allow them to stay in the fray, they prefer to reposition themselves in the background, looking for a new window of opportunity. The thief usually uses daggers in close combat and a bow and arrow at range.

Tip: If you wish to specialize in this path, it is best to increase Dexterity and Perception.

WIZARD'S PATH

The wizard has knowledge that allows them to manipulate the elements and the energy of individuals in order to perform powerful spells. They promote the use of wands or scepters and will prefer to stay back during confrontations. The wizard's spells allow them to inflict heavy damage and absorb the energy of their enemies.

Tip: If you wish to specialize in this path, it is best to increase your character's Intelligence and Charisma.



SPECIAL MOVES

Special moves are actions used in combat, which require a cost in energy to the caster, moreover they have a recovery time blocking their use for a certain number of turns.

The special moves of a character are visible on the third tab below the tracks.

The special moves are obtained according to the number of points given to one or more paths, as explained in the Appendix. At level 1, each character should 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 including weapons, armor, accessories, money...

It is available on the fourth and last 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

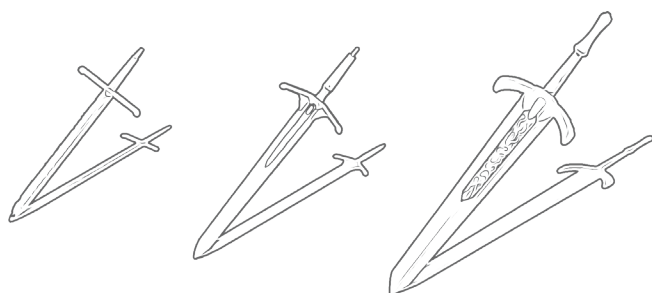
Each new character has a d20 + 50 gold pieces to add to their inventory.

Example: Arthur rolls a d20, he gets 12, so his character will have 62 GP in his inventory.

Once the sum is added to the character's purse, the players are free to shop and equip themselves as they wish, for this you can consult the equipment table in the appendix to know 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 the purchase price rounded down. Broken or destroyed equipment cannot be sold.



PREPARATION OF THE GAME

Before starting a game, the Game Master should have prepared a scenario for their players. The Astrenor Roleplaying Game offers a campaign of several scenarios, allowing the Game Master and the players to better understand the universe. If this is your first game of Astrenor we recommend you to play the scenario «The Adventurers Academy», it is available in PDF format at www.Astrenor.com

The scenarios of the Astrenor role-playing game are available in digital version on the workshop of our site. They can be directly integrated to your campaigns in order to have your sheets and your scenarios on the same interface.

Each of the official scenarios is composed of several scenes that may contain several key elements. These key elements are landmarks that allow the Game Master to keep track of the story.

We recommend that you play the scenarios directly on our site in order to benefit from all the features of the platform. To consult or create your own scenarios, launch your CSO campaign and open the Game Master screen, which is located at the bottom of the page. From this interface, you will be able to consult a scenario previously retrieved from the Workshop, create your own story, take notes and exchange sounds, images and text with your players.

START OF THE GAME

At the beginning of the game, the Game Master sets the context of the scenario, the scene, explains the situation and justifies the involvement and motivations of the characters.

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

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

COURSE OF THE GAME

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

INTERACTION AND DISCOVERY PHASE

The interaction and discovery phases represent a large part of the game, they are free phases during which the players can speak and perform actions in the order they wish and the exchanges with the players and the game master are meant to be fluid.

In general, these phases take place as follows: The Game Master presents a situation, a player speaks and proposes an action, the Game Master interprets the action and judges if it requires a characteristic roll, then he describes the result of this action.

Reminder of the characteristic roll:

The game master chooses the appropriate characteristic for the action and the difficulty (5, 10, 15 or 20).

The concerned player rolls a d20 and adds the score of their required characteristic to the result.

If the result is greater than or equal to the difficulty, then the characteristic roll is successful.

If the result of the d20 is 20, it is a critical success.

If the result of the d20 is 1, it is a critical failure.

In case of a critical failure or in certain situations, it is possible that a character gets injured during an interaction and discovery phase. In this case, it is up to the Game Master to determine how many health points to take away from the character.

Here are some examples to help the Game Master weigh up this damage.

Cause of injury	Damage
Stumble	-1 HP
Mild burn	-2 HP
Brutal impact	-1d4 HP
Dislocated shoulder / Sprain	-1d6 HP
Take a bad fall of more than 3m	-1*(number of additional meters)d4 HP

Example: Jules wants to catch up with an enemy who is trying to flee, the game master asks him to make a Dexterity roll of difficulty 15 because the enemy is already far away. Jules has 3 Dexterity, he rolls a 20 and gets 1, it is a critical failure. Jules stumbles while trying to catch up with his target and loses 1 point of health.

It is possible, in very rare cases, that the player's action does not rely on any of their character's characteristics, in which case the game master may ask for a roll of luck, which is always equal to 10. The player will therefore have to roll between 10 and 20 on a 20 die to succeed in their action.

ROLE PLAY PHASE

When a player chooses to talk with a nonplayer character (NPC), they enter a roll play phase, i.e. they will play their character. their gestures and speech will be taken into account by the Game Master who will play the non-player character in response. This roll play phase can also be triggered by the Game Master, if an NPC calls out to a player.

Example: Don't say as a player, «my character is asking where the nearest tavern is» but «good morning, excuse me for bothering you, my friends and I are looking for the nearest tavern, could you show us the way?»

BATTLE PHASE

If dialogue is often the best choice, it can happen that confrontation is inevitable, in which case a battle phase is triggered. Unlike the interaction and discovery phases, adventurers must follow a specific order to realize their actions.

Before launching a battle phase, the Game Master must determine, according to the context, the order of attack of the player and non-player characters. They can consult with the players to get an idea of their modus operandi and why not let them define the order. If the context does not allow for a precise order to be defined, then the Charisma scores of the characters will be used, starting with the character with the highest value (in case of a tie, you can roll a die or do a rock, paper, scissors to determine the order)

Example: Steven enters a dark room followed by Jessica and John in the background. Unfortunately, two bandits were hiding in the room and come out to attack them. According to this context the order will be : Bandit 1, Bandit 2, Steven, John and Jessica. John will play before Jessica since his Charisma score is higher than Jessica's.

Once the order has been defined, each character will be able to make a move and action which they will choose between escape, defense, attack or special attack, in the order of their choice. A move in combat must not exceed 5 meters, and requires a successful Dexterity roll to disengage from each enemy in close combat (at a distance of 1 meter). If the enemy is defending, the difficulty of this roll is increased (+5). If the roll fails, the character cannot move during this turn. However, he can still perform one of the following actions:

ESCAPE

The character attempts to escape from the confrontation. To do so, he must succeed in one or more Dexterity rolls, for each enemy or obstacle likely to cross his path as he flees.

A character cannot escape if he is in hand-to-hand combat with an enemy. To do so, he must first use his move to disengage.

Fleeing can be used to disengage momentarily from a fight, and reposition oneself later.

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

DEFENSE

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

If they are targeted before their next turn, the character can try to dodge the attacks by making a Dexterity roll for each attack they are targeted by. The difficulty of this roll can be increased (+5 per difficulty level) if the character is attacked by surprise. In the event of a critical success for this Dexterity roll (20 on a dice 20), the character in defensive posture can perform a counterattack (see the Attack paragraph). If the attack is successful, the character in defensive stance can benefit from

a temporary armor bonus, valid until their next turn, equal to their constitution, if it is greater than 0.

14 A character who is knocked down, stunned or unconscious loses their defensive stance instantly

ATTACK

The character uses their weapon or their fists to strike, they must succeed in an attack roll to try to injure their opponent and thus apply their damage roll.

1. Attack roll:

If the target is not knocked down, stunned or unconscious, then the character must make an attack roll, which is always based on one of their paths, Warrior, Thief or Wizard.

As for the characteristic rolls, the player, to resolve their attack roll, must roll a dice 20 and add their path score to the result of the dice, the total having to be greater than or equal to the difficulty defined by the Master of the game, to be successful.

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

The path of attack is indicated on each weapon: the path of the Wizard for wands and scepters, the path of the Thief for daggers and bows and the path of the Warrior for swords, spears, axes... For bare-handed attacks, the attack roll can be based on the path of the Thief or the Warrior's.

In case of a critical success (20 on a dice 20) the damage of this attack will be multiplied by 2. In the event of a critical failure (1 on a dice 20), the character must make a resistance test for their weapon; the details of this test are given below.

If the target is in a defensive posture, then it can make a Dexterity roll to try to dodge the attack if it is successful (see the Defense paragraph).

2. Damage roll:

If the attack roll is successful and the dodge is unsuccessful for a defending target, then the character can make the damage roll for their

weapon. For bare-handed attacks, the damage roll is equal to the character's Strength or Dexterity (as chosen by the controlling player or GM). If the target's health points fall to 0 or below, it is declared unconscious and cannot take part in the fight until it is healed.

If the target suffers more than 15 points of damage, then it must make a resistance test for its armor, the details of this test are given below.

Example of an attack:

Matthew wishes to attack the guard who is in the way, in a defensive posture. The game master asks him to make an attack roll of medium difficulty (10). Matthew rolls a 20 and gets a 9, he adds his Warrior score of 2 since it is a sword attack, which gives him 11 (9 + 2), 11 being greater than or equal to 10 (medium difficulty) the attack is successful.

The guard can however try to dodge since he is in a defensive posture. The GM rolls a dice 20 and gets 10, they add the guard's Dexterity score of -2 which gives 8 (10 - 2), 8 being less than 10 the dodge is failed.

Matthew can then make the damage roll 1D8+STR of his sword. He rolls a dice 8 and gets 4, he adds his Strength score of 3, which gives him 7 points of damage. The target has 2 points of armor and 2 points of Constitution which are taken into account by its defensive posture.

So the target loses 3 (7 - 2 - 2) points of health.

SPECIAL ATTACK

The character tries to use one of their special moves, for this they must have enough energy points and succeed in a special attack roll. The path used for the special attack roll is indicated on the special move form, available in the appendix. If two paths are listed on the special move, then the player may choose their higher score to make the special attack roll.

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

If it succeeds, then the character applies the effects of the special move and removes the number of energy points indicated.

All special moves have a recovery time to be applied once they have been used, which corresponds to the minimum number of turns required before they can be used again.

The management of energy costs and recharge time of special moves is automated on our platform. To do so, you just have to click on the special move and then on the «use» button if the special attack roll is successful. To count the turns and follow the evolution of the recovery time, the game master has a turn-counter accessible from the hourglass at the top of the page.

Non-combat rule: if a special move is used outside combat (during an interaction and discovery phase, for example), then combat rounds are considered to last 15 seconds. In this situation, the special attack roll is always successful, but the energy cost is still subtracted.

The battle phase ends when all the enemies or all the players are unconscious, dead or have fled the combat.

RESISTANCE TEST

This test allows to determine if a weapon or armor is broken as a result of mishandling or severe impact.

- Critical failure on an attack roll = Attacker’s weapon’s resistance test.
- More than 15 points of damage after armor deduction = Target’s armor’s resistance test

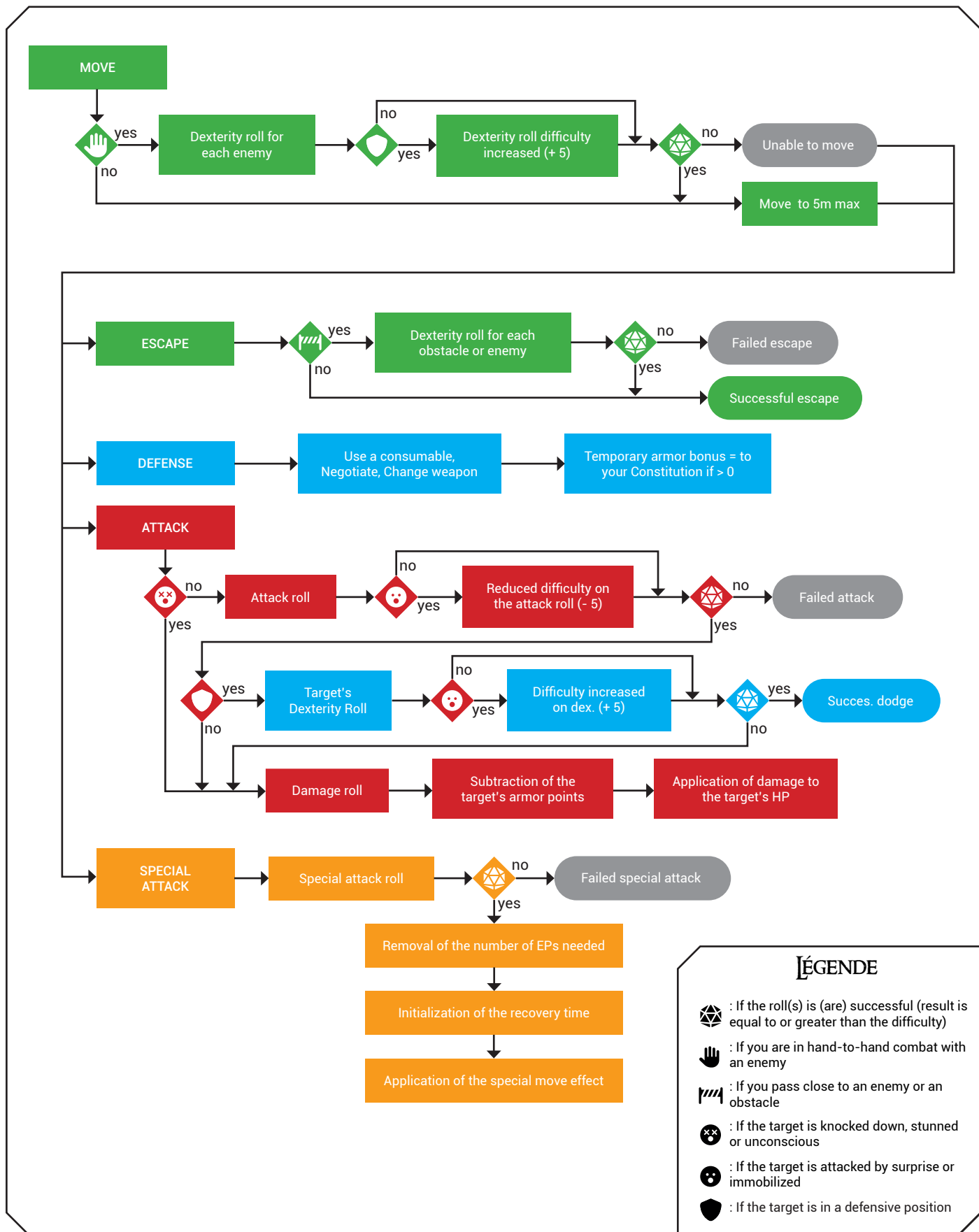
To do this, the player rolls a 6-face die and compares the result to the rarity of the weapon or armor involved. The lower the die result and the lower the rarity of the equipment, the more likely it is to be broken. Here is the table of possible results for this test:

Rarity	1	2	3	4	5	6
Com.	D	B	B	B	B	
Uncom.	D	B	B	B		
Rare	D	B	B			
Myth.	D	B				
Legend.	D					

Broken (B) : The equipment is no longer usable in its current state, but can be repaired with the handyman skill or 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 or repaired.

SUMMARY OF A BATTLE TURN



LEGENDE

- : If the roll(s) is (are) successful (result is equal to or greater than the difficulty)
- : If you are in hand-to-hand combat with an enemy
- : If you pass close to an enemy or an 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

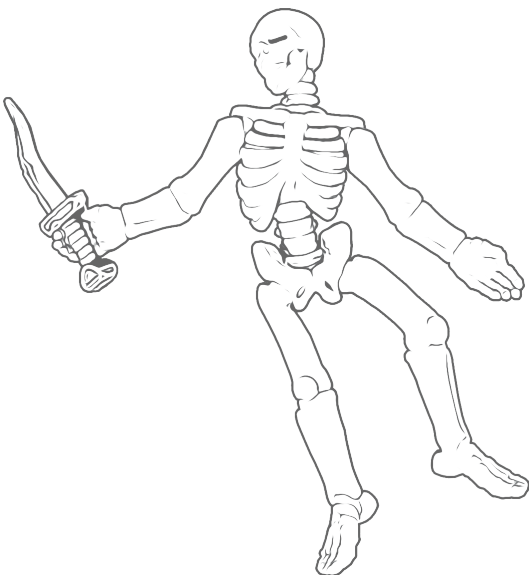
DEATH OF A CHARACTER

As in any role-playing game, the characters in Astrenor may in some cases come to a tragic and untimely end, making them unplayable.

The most common causes are:

- Death in combat : if the character's health points fall below their maximum value (-15 for a level 1 player)
- Death in an accident : if the character performs an action that proves fatal (Example : Fall from the top of a tower, buried in a landslide...)
- Crazy : if the character's morale points drop to 0
- Imprisoned : if the character is captured or imprisoned, because of their crimes

If a character is said to be dead, it is no longer playable. The player who has been playing the character until then leaves the current game. They can, if they wish and in agreement with the Game Master, create a new character or choose among the pre-made ones, in order to play the next games.



ENDGAME

A game ends when a scenario is completed, whether it is successful or not, or when all player characters are dead.

If the players have succeeded in all or part of a scenario, then they will receive rewards based on the objectives they achieved. These rewards are detailed at the end of the scenario, and usually consist of morale points, experience points and/or gold pieces (or other loot).

When gaining experience, a character is likely to level up, allowing them to improve their stats and acquire new special moves. Follow these steps if your character gains a level:

- Add 3 points to divide between health and energy, as you wish. Use these points to increase the max value of your health points or energy points. **When you change the max value of your HP, don't forget to update the min value as well (min HP = - max HP), on your CSO sheet.**
- Increase the score of one of your characteristics by 1 point, this one cannot exceed 10. If you increase your constitution, don't forget to increase your HP.
- Increase a path by 1 mastery rank, which cannot exceed 10. If this new rank gives you a special move, add it to your sheet. (See appendix)

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



APPENDIX

ASTRENOR ROLE PLAYING GAME

This appendix contains the list of strengths and weakness, the special move sheets, the equipment tables and a bestiary

STRENGTHS AND WEAKNESSES

Below is the list of proposed strengths and weaknesses. The Game Master and the players are free to create new ones.

STRENGTHS

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

Riding (+1): You are able to make attacks with your weapons without dismounting your mount. You can move 10m instead of 5m in combat while mounted.

Don Juan (+1): You gain +2 on your Charisma rolls when you interact with someone who is likely to fall under your spell.

Tinkerer (+1): You are able to patch up broken weapons and armor. A patched weapon loses -2 damage and a patched armor loses -1 armor point.

Locksmith (+1): You are able to pick a lock with the proper equipment. Requires a Dexterity roll to open a door or safe and consumes one pick kit per failed attempt.

Insightful (+1): You get 50 extra experience points at the end of each scenario.

Elemental Mastery (+1): You can master and manipulate an element such as fire, water, earth and air, without a wand, to perform simple actions such as amplifying a flame or levitating a pebble. Elemental mastery requires proximity to an elemental source. You can use it to perform ranged attacks, inflicting 1D4+INT damage. For this use, the GM can decide on a possible energy cost if the action is repeated.

Ambidexterity (+2): You can attack with 2 one-handed melee weapons. In combat, if you succeed in an attack, you can launch another attack with your secondary weapon, but the damage of this weapon will be divided by 2 (rounded down). The target's armor points also apply to this second attack.

First Aid (+2): You know first-aid techniques. You can put an unconscious person back on their feet. The person will return to 1 HP after your intervention. This asset can only be used out of combat.

Healing (+2): You recover twice as many health points when you are healed or when you rest.

Night vision (+2): You can see in the dark.

Animal Language (+2): You have the ability to talk to animals.

Lucky (+3): You can re-roll a die once per scenario.

Intuitive (+3): You do not fall unconscious at 0 health points or less and you continue to fight until death. Beware, enemies will still come after you, unlike unconscious people.

Mental of steel (+3): You resist traumatic situations better than your companions and lose morale points less easily. You can't go crazy when you have 0 morale points.

WEAKNESS

Poor (-1): You start the game with 1d10 + 25 GP (instead of 1d20 + 50). Cancels the effect of «Bourgeois».

Naive (-1): You tend to believe everyone. You lose -1 intelligence.

Stubborn Odor (-1): You lose -2 Charisma after a physical effort. You must wash yourself to cancel the effect.

Kleptomania (-1): When you see a valuable item, your instinct is to steal it, even if it costs you dearly. Make a Constitution roll to resist when this happens.

Lisp (-1): You speak with a speech impediment. You lose -2 on your Charisma rolls when you speak.

Sleepwalking (-1): While sleeping, your character may get hurt and/or wake up in the middle of a strange situation. Make a Constitution roll to resist when this happens.

Phobic (-1): Define a phobia (ex: arachnophobia, claustrophobia, agoraphobia...). When you face your phobia, you lose -3 on all your characteristic rolls as long as your phobia is present.

Alcoholic (-2): You must consume alcohol at least once a day in order not to feel withdrawal. If you go 24 hours without drinking, you will suffer a -1 penalty on all your rolls. You can wean yourself off alcohol if you go 7 days in a row (played with the malus) without consuming alcohol.

One-eyed (-2): You lose -3 on your Perception rolls when you use your sight. If you lose the use of your last valid eye you will become blind.

Limping (-2): You lose -3 on your Dexterity rolls when you perform a move action.

Depressed (-2): You lose morale points more easily. Cancels the effect of «Mental of steel».

Unfit for magic (-2): You cannot put points into the magician's path, nor can you use magic wands, scepters or magic items. Cancels the effect of «Elemental Mastery».

Unlucky (-2): The game master may ask you to reroll a successful roll once per scenario. Cancels the effect of «Lucky».

Asthmatic (-3): After each special attack in combat make a Constitution roll, if you fail you will have to rest the next turn.

One-armed (-3): You have lost the use of one hand. You lose -3 Strength and -1 Dexterity. You cannot use a 2-handed weapon or 1 weapon in each hand. Cancels the effect of «Ambidextrous».

Blind (-4): You are no longer able to see. You must pass a Perception check before you can launch an attack. Cancels the effect of «Nyctalope».

Reminder: For a level 1 character, the sum of the scores of their strengths and weakness must be less than or equal to 0

STRENGTHS TO BE UNLOCKED

The strengths below are automatically unlocked as soon as their condition between paranthesis is met.

Agile in combat (Have 4 in Dexterity and 4 in Perception as a minimum): Attack rolls of which you are the target have a difficulty increased by 2, i.e. 12 for a medium difficulty.

Agile in combat + (Have 6 in Dexterity and 6 in Perception at least): Attack rolls of which you are the target have a difficulty increased by 4, i.e. 14 for an average difficulty.

Agile in combat ++ (Have 8 in Dexterity and 8 in Perception at least): Attack rolls of which you are the target have a difficulty increased by 6, i.e. 16 for average difficulty.

Robust (Have 4 in Strength and 4 in Constitution minimum): You benefit from 1 additional natural armor points.

Robust + (Having 6 in Strength and 6 in Constitution minimum): You benefit from 2 additional natural armor points.

Robust ++ (Have 8 in Strength and 8 in Constitution minimum): You benefit from 3 additional natural armor points.

Aura (Have 4 in Intelligence and 4 in Charisma minimum): You scare creatures with 0 or less intelligence, they will only target you once all your allies are defeated.

Aura + (6 in Intelligence and 6 in Charisma minimum): You scare creatures with 2 or less intelligence, they will only target you once all your allies are defeated.

Aura ++ (Have 8 in Intelligence and 8 in Charisma minimum): You scare creatures with 4 or less intelligence, they will target you only after all your allies are defeated.

STRENGTHS OF CREATURES

The following strengths are only available for creatures and monsters.

Flight : The creature can move in the air. In combat, the creature must be less than 5m from the ground to take part in the fight, so it will be able to carry out ranged attacks but not in close combat.

Immaterial : The creature can only take damage from magical attacks (special moves from the wizard's path or attack with an enchanted weapon).

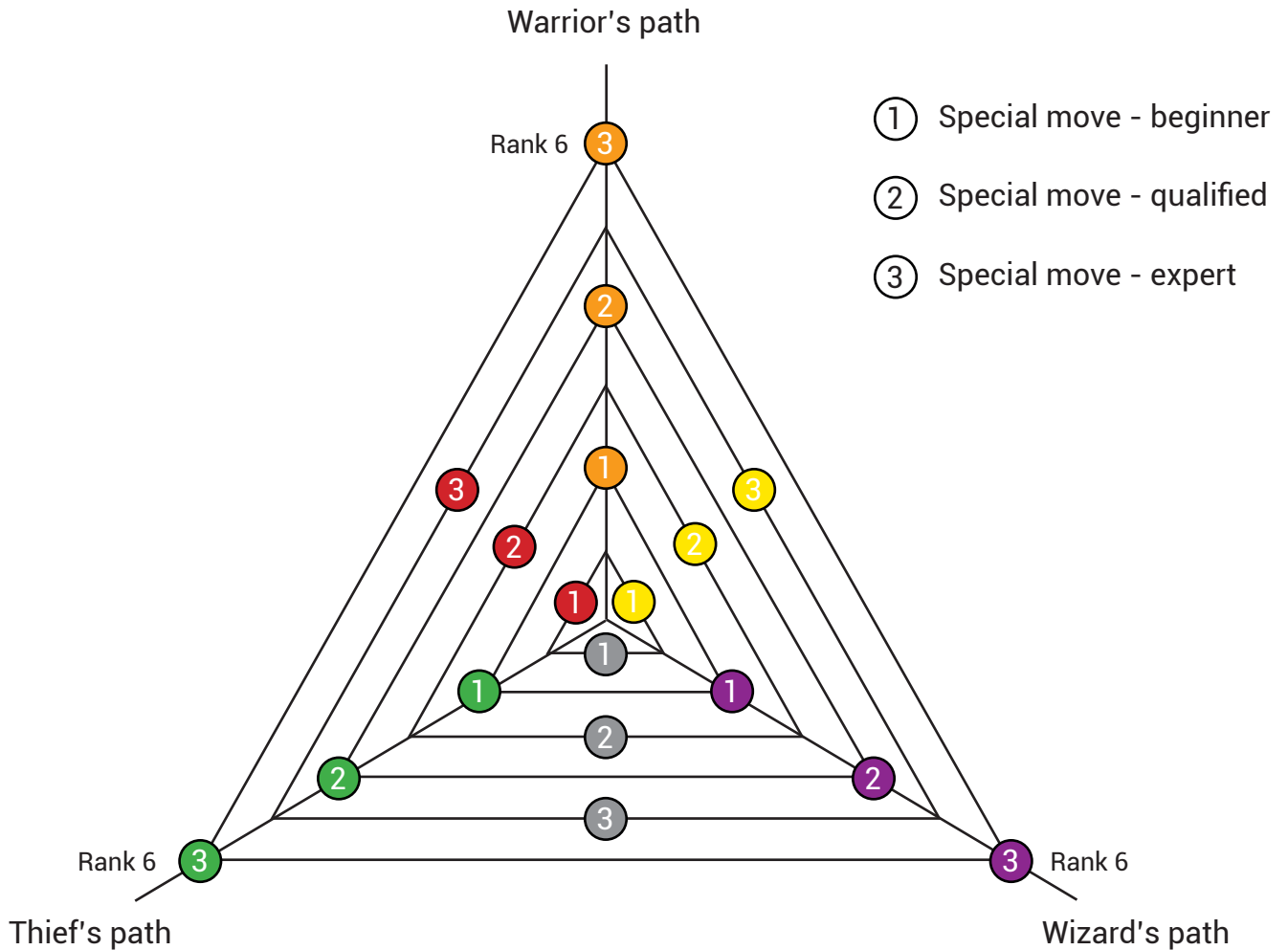
Giant: The creature cannot be stunned or knocked down.

Undead: The creature continues to fight even when its health points reach negative values. The creature can come back to life with a Reanimation spell, even after being normally finished (when its HP = -HP max)

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

SPECIAL MOVES

Special moves are unlocked based on the level of mastery of the warrior, thief and wizard paths. The graph below represents the expected levels of path mastery for each special move.



Example of a special move

Name of the special move

Path*: War./Thief/Wiz. **Rank required****

⚡ Energy cost

⌚ Recharge time

🎯 Target and scope

Summary effect

Description

*The lane indicates the lane bonus to be added to the special attack rolls. **If there are two, the player can choose the higher value for their special attack roll (this applies to the Pugilist, Paladin and Assassin special moves).**

**The rank required indicates the minimum rank to have on the path(s) to unlock the special move.

Fury

Path : Warrior

Required Rank : 2

⚡ 4 EP ⌚ 6 turns 🎯 Self

Effect: DGT +FOR and AP +CON (3 turns)

You unleash your fury, which gives you a damage bonus equal to **your Strength** and an armor bonus equal to **your Constitution** for 3 turns. The armor bonuses related to Constitution do not accumulate in a defensive position.

Reversal

Path : Warrior

Required Rank : 4

⚡ 5 EP ⌚ 3 turns 🎯 Multi-target 2m around you

Effect: Gross DMG = STR and Reversal

You let out a howl, generating a shockwave that pushes back the characters located within a radius of 2 meters around you by 1 meter. They take gross damage (damage that doesn't take into account the target's armor) equal to **your Strength** and go into the reversed state.

Reversed: The character is vulnerable until their turn, he automatically loses this status at the beginning of their turn. Attack rolls on a knocked down target are automatically successful.

Berserker's rage

Path : Warrior

Required Rank : 6

⚡ 7 EP ⌚ 7 turns 🎯 Self

Effect: Immortal (3 turns) + Immune to CC (3 turns)

You enter a rage, making you immortal and immune to controls (reversed, stunned or immobilized) for 3 rounds.

Immortal: The character cannot go below 1 point of health.

Tactical withdrawal

Path : Thief

Required Rank : 2

⚡ 3 EP ⌚ 2 turns 🎯 Weapon's range

Effect: DMG Weapon and 6m Extra Move

You perform an attack followed by an acrobatic move, in order to disengage and reposition yourself at a maximum distance of 6m (no Dexterity roll is necessary to dodge an obstacle during this bonus move).

Piercing blow

Path : Thief

Required Rank : 4

⚡ 5 EP ⌚ 3 turns 🎯 Weapon's range

Effect: Gross DMG Weapon and Resistance Test of Armor

You focus your attack on the weak points of an enemy's armor.

The target takes gross damage (damage that does not take into account the target's armor) equal to that of your weapon.

If the target suffers more than 10 points of damage (11 or more), it performs a special resistance test* on its armor to determine whether it is broken.

*If the result of this resistance test is 1, then the armor is not destroyed, just broken. Legendary armor cannot be broken or destroyed with a piercing blow.

Execution

Path : Thief

Required Rank : 6

⚡ 7 EP ⌚ 5 turns 🎯 Weapon's range

Effect: DMG Weapon *2 and Execution

You strike a target in close combat with a sneaky blow. The target suffers double the damage of your weapon. If, following this attack, the target's health points drop below 10 (9 or less), it is executed (its HP drops to 0).

WIZARD

Elemental spell*

Path : Wizard

Required Rank : 2

⚡ 3 EP ⌚ 1 turns 🎯 1 Target between 2 to 10m

Fire Effect: DMG Weapon and Burn (3 turns)

You project a powerful line of fire onto a target located between 2 and 10 meters from you.

The target suffers damage equal to that of your magic weapon.

If the target suffers 10 points of damage or more, it receives a burning effect.

Burn: The character takes 2 points of gross damage at the beginning of their turn, for up to 3 turns. Immediately after applying the burn damage, the character must roll a 6 and make a 5 or 6 to stop the effect the next turn. He can also try to heal himself by their own means to stop the effect before the 3 turns.

Lightning effect: DMG Weapon and Ricochet DMG/2

You throw a lightning bolt which strikes a target located between 2 and 10 meters from you. This lightning bolt can then ricochet on the 2 closest targets, located within 2m of the point of impact (this also includes allies).

The first target suffers damage equivalent to that of your magic weapon.

Targets hit by ricochet suffer half the damage of your magic weapon (rounded down).

Ice Effect: DMG Weapon and Immobilized (1 turn)

You project an orb of ice onto a target located between 2 and 10 meters from you, which may be frozen.

The target suffers damage equivalent to that of your magic weapon.

Then roll a die if 6 if the result is 5 or 6 the target is immobilized.

Immobilized: The character cannot move during their turn. However, he can attack or defend himself. Attack rolls on an immobilized target have a reduced difficulty (-5).

Absorption

Path : Wizard

Required Rank : 4

⚡ 0 EP ⌚ 4 turns 🎯 1 target at 5m max

Effect: Steal 1D8+INT EP

You absorb energy from a target up to 5 meters away from you. You recover **1 dice 8 + your Intelligence** point of energy, according to those remaining to your target.

Meteor

Path : Wizard

Required Rank : 6

⚡ 9 EP ⌚ 5 turns 🎯 Multi-target (within 2m) between 5 and 15m

Effect: DMG 1D20+2INT

You generate a huge ball of energy that you launch like a meteorite, at a distance of 5 to 15 meters from you.

Targets within 3 meters of the point of impact suffer **1 dice 20 + 2 * your Intelligence** point of damage.

* A mage of rank 2 gets the 3 elemental spells. The special attack roll for these spells depends on the weapon used. (malus of -3 if it is a sceptre)

PUGILIST

PALADIN

Stunning blow

Path : Warrior/Thief

Required Rank : 1

⚡ 3 EP ⌚ 4 turns 🎯 1 melee target

Effect: DMG 2D4+STR+DEX and Stunned (1 turn)

You deliver a powerful punch to an enemy, which deals **2 dice 4 + your Strength + your Dexterity** points of damage. Your target makes a **Constitution** roll, if it fails it is stunned.

Stunned: The character cannot attack and must skip their turn during the battle phases. Attack rolls on a stunned target are automatically successful.

Vital points

Path : Warrior/Thief

Required Rank : 3

⚡ 5 EP ⌚ 4 turns 🎯 1 melee target

Effect: DMG 3D4+STR+DEX and Sealed (2 turns)

You strike several quick blows on specific points of your target, blocking the flow of energy in its body.

Your target suffers **3 dice 4 + your Strength + your Dexterity** points of damage and goes into a sealed state for 2 turns.

Sealed: The target can no longer use special moves.

Flash rush

Path : Warrior/Thief

Required Rank : 5

⚡ 7 EP ⌚ 5 turns 🎯 Multi-target melee

Effect: ATQ * Number of targets on the way

You run from one target to the next with a series of quick attacks. Launch a standard attack on a target (attack roll and damage roll) and then roll a **Dexterity** roll to see if your sequence continues. As long as a new target is within 5 meters and your dexterity roll is successful, your attacks continue.

Health

Path : Warrior/Wizard

Required Rank : 1

⚡ 3 EP ⌚ 3 turns 🎯 Self or 1 melee target

Effect: + 1D8+CON HP

You place your hands together to perform a prayer that regenerates **1 dice 8 + your Constitution** health points to an ally or yourself. Does not work on an unconscious target (HP less than or equal to 0).

Divine Shield

Path : Warrior/Wizard

Required Rank : 3

⚡ 5 EP ⌚ 3 turns 🎯 1 target at 5m max

Effect: AP +CON (3 turns)

You channel your energy to generate a magical shield around one of your allies, who is within 5 meters of you.

Your ally benefits from an armor bonus equal to **your Constitution**, for 3 turns.

Recover

Path : Warrior/Wizard

Required Rank : 5

⚡ 7 EP ⌚ 6 turns 🎯 1 melee target

Effect: Awakens an unconscious ally with 1D8+CON HP

You breathe energy into the body of an unconscious ally (HP less than or equal to 0), waking it up and restoring it to **1 die 8 + your Constitution** health points.

ASSASSIN

Dissimulation

Path : Thief/Wizard

Required Rank : 1

⚡ 4 EP ⌛ 6 turns 🎯 Self

Effect: Invisible (3 turns)

You concentrate your energy to become invisible, allowing you to sneak between your enemies and perform surprise attacks. The effect ends after 3 turns.

Invisible: The character is hardly noticeable by others, who must succeed in a Perception roll if they wish to attack him. An invisible character always attacks by surprise (the difficulty of their attack roll is reduced by 5 and the difficulty of the dodge roll if the target is in defense is increased by 5).

Mark

Path : Thief/Wizard

Required Rank : 3

⚡ 5 EP ⌛ 4 turns 🎯 1 target at 5m max

Effect: DMG x2 on a target (2 turns)

You place a mark on a target, this one will undergo 2 times more damage during the next 2 turns. The effect of the mark is also active on the attacks of your allies.

Shadow clone

Path : Thief/Wizard

Required Rank : 5

⚡ 8 EP ⌛ 8 turns 🎯 Self

Effect: Generates a clone (3 turns)

You generate a clone from your shadow, it has the same characteristics as you but cannot take damage. Your shadow clone plays its turn right after you, it can move and attack but cannot perform special moves. This one disappears automatically after 3 turns.

EQUIPMENT TABLES

WEAPONS

R	Name	Path	Range	Damage	Price
One-handed close combat weapons					
	Basic sword	Warrior	Melee	1D8+STR	15 GP
	Sword	Warrior	Melee	1D10+STR	45 GP
	Quality sword	Warrior	Melee	1D12+STR	135 GP
	Enchanted Sword	Warrior	Melee	1D10+STR+INT	150 GP
	Basic axe	Warrior	Melee	1D6+1+STR	15 GP
	Axe	Warrior	Melee	1D8+1+STR	45 GP
	Quality axe	Warrior	Melee	1D10+1+STR	135 GP
	Enchanted axe	Warrior	Melee	1D8+1+STR+INT	150 GP
	Hammer	Warrior	Melee	1D4+STR	5 GP
	Heavy duty hammer	Warrior	Melee	1D4+1+STR	15 GP
	Basic dagger	Thief	Melee	1D6+DEX	10 GP
	Dagger	Thief	Melee	1D8+DEX	30 GP
	Quality dagger	Thief	Melee	1D10+DEX	90 GP
	Enchanted Dagger	Thief	Melee	1D8+DEX+INT	100 GP
	Knife	Thief	Melee	1D4+DEX	5 GP
	Sharp knife	Thief	Melee	1D4+1+DEX	15 GP
2-handed close combat weapons					
	Basic fist weapon	Warrior or Thief	Melee	1D4+STR+DEX	15 GP
	Fist weapon	Warrior or Thief	Melee	2D4+STR+DEX	60 GP
	Quality fist weapon	Warrior or Thief	Melee	3D4+STR+DEX	240 GP
	Basic spear	Warrior-2*	2m max	1D6+STR+DEX	20 GP
	Spear	Warrior-2*	2m max	1D8+STR+DEX	60 GP
	Quality spear	Warrior-2*	2m max	1D10+STR+DEX	180 GP
	Long sword	Warrior-3*	Melee	1D8+2STR	70 GP
	Quality long sword	Warrior-3*	Melee	1D10+2STR	210 GP
	Halberd	Warrior-3*	2m max	1D8+4+STR	60 GP
	Quality halberd	Warrior-3*	2m max	1D10+6+STR	180 GP
Ranged weapons**					
	Basic shortbow	Thief	between 2m 10m	1D6+DEX	10 GP
	Shortbow	Thief	between 2m 15m	1D8+DEX	30 GP
	Quality shortbow	Thief	between 2m 20m	1D10+DEX	90 GP
	Enchanted shortbow	Thief	between 2m 15m	1D8+DEX+INT	100 GP
	Longbow	Thief-3*	between 6m et 50m	1D6+2DEX	60 GP
	Quality longbow	Thief-3*	between 6m et 60m	1D8+2DEX	180 GP
Magic Weapons***					
	Basic wand	Wizard	-	1D8+INT	20 GP
	Wand	Wizard	-	1D10+INT	60 GP
	Quality wand	Wizard	-	1D12+INT	180 GP

R	Name	Path	Range	Damage	Price
	Basic sceptre	Wizard-3*	-	1D6+2INT	40 GP
	Sceptre	Wizard-3*	-	1D8+2INT	120 GP
	Quality sceptre	Wizard-3*	-	1D10+2INT	360 GP

* the difficulty of the attack roll is increased for difficult-to-handle weapons.

** Short and Long bows require the use of an arrow for each attack (the arrow must be removed from the character's inventory after each attack).

** Wands and scepters can only do damage through the use of the special moves of the mage's path, and their range depends on the spell used.

ARMOR

R.	Name	Prerequisites*	Malus	Armor points	Price
Light armor					
	Padded armor	None		1	10 GP
	Studded leather armor	None		2	40 GP
Heavy armor					
	Scale armor	Constitution > 0	-1 Dexterity	3	60 GP
	Half-plate armor	Constitution > 1	-2 Dexterity	4	120 GP
	Chain mail	Constitution > 3	-3 Dexterity	5	180 GP
	Plate armor	Constitution > 4	-4 Dexterity	6	360 GP
Shields					
	Basic shield	Strength > -1		1**	20 GP
	Shield	Strength > 1		2**	60 GP
	Quality shield	Strength > 3		3**	180 GP

* condition to be respected in order to wear the armor or handle the shield

** applicable only in defensive position

OTHER

R.	Name	Effect	Price
Consumables			
	Beer mug, wine worm ...	+3 EP Consumable 2 per hours Requires a roll and Constitution to hold alcohol. If failed, temporarily reduce your characteristics by -1 and temporarily increase your morale by +1	2 SP
	Ration, Meals on the go ...	+6 EP Consumable once every 4 hours	3 SP
	Good meal	+10 EP Consumable once every 6 hours	5 SP
	Bandage	+6 HP Consumable 2 per day	6 SP
	Care kit	+10 HP Consumable 1 per day	1 GP
	Emergency kit	Wakes up an unconscious ally at 1 HP	4 GP
	Arrow		1 SP
	Piercing arrow	+1 DMG	3 SP
	Quality piercing arrow	+2 DMG	1 GP

R.	Name	Effect	Price
	Scroll of Enchantment	Allows a rank 5 mage to enchant an Unusual (green) weapon to increase its power. Bonus +INT to the weapon's damage roll and rarity level increased to Mythical if successful. - Choose an unusual weapon - Make a roll of 6 - If the result is between 1 and 4 the weapon is destroyed, it cannot be repaired. - If the result is 5 or 6 the enchantment is successful.	10 GP
Fast consumables			
	Invigorating Potion	+10 HP usable in combat	3 GP
	Quality Invigorating Potion	+20 HP usable in combat	9 GP
	Energizing Potion	+10 EP usable in combat	3 GP
	Quality Energizing Potion	+20 EP usable in combat	9 GP
	Revitalizing Potion	Wake up an unconscious ally with 1 HP (needs to be in melee) usable in combat	15 GP
	Smoke bomb	Allows you to run away from a fight and/or lose enemies	5 GP
Clothing			
	Haillon	-1 Charisma	1 GP
	City clothes		5 GP
	Chic clothing	+1 Charisma	15 GP
	Luxury clothing	+2 Charisma	30 GP
Accessories			
	Rope (5m)		5 SP
	Rope (10m)		1 GP
	Pick kit		1 GP
	Tent (2 persons)	Allows to recover +5 HP after a night of sleep	10 GP
	Tent (4 persons)	Allows to recover +5 HP after a night of sleep	15 GP
	Tinderbox lighter		5 SP
	Flask (1L)		5 SP

SERVICE

Name	Effect	Price
Night at the inn	Restores 7 HP after a night's sleep	1 GP
Weapon and armor repair	Repaired weapon or armor	Prix de l'équipement/2
Medical care	Brings an unconscious ally back to 1 HP	2 GP
Enchantment	Enchantment Attempt: Requires a scroll of enchantment and a weapon of «unusual» rarity	3 GP
Carriage transportation (6 people max) / day	Travel time reduced by 3. Possibility of recovering half of its maximum HP during a long trip (+7 hours)	3 GP
Horse rental / day	Travel time reduced by 5	1 GP

BESTIARY

GOBLIN

HP : EP :

STR	DEX	INT	CON	PER	CHA
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Weapon	Range	ATK	DMG
Knife	Melee	D20	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.

Strengths : Agile in combat, Nyctalope

KOBOLD

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="-3"/>	<input type="text" value="3"/>	<input type="text" value="-4"/>	<input type="text" value="-1"/>	<input type="text" value="3"/>	<input type="text" value="-4"/>

Weapon	Range	ATK	DMG
Basic dagger	Melee	D20	1D6+DEX
Slingshot	10m max	D20	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.

Strengths : Nyctalope

Special moves : Tactical withdrawal

HARPY

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="1"/>	<input type="text" value="3"/>	<input type="text" value="-2"/>	<input type="text" value="-3"/>	<input type="text" value="4"/>	<input type="text" value="-3"/>

Weapon	Range	ATK	DMG
Claw	Melee	D20	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.

Strengths: Flight

GNOLL

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text" value="-3"/>	<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Common Weapon of choice	-	-	-

Armor	Prerequis.	Malus	AP
Padded armor	-	-	1

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

TROLL

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="5"/>	<input type="text" value="1"/>	<input type="text" value="-4"/>	<input type="text" value="5"/>	<input type="text" value="2"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Claw	Melee	D20	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.

Strengths : Robust, Giant

Special moves : Health*

*applicable only on itself

OGRE

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="7"/>	<input type="text" value="-2"/>	<input type="text" value="-5"/>	<input type="text" value="7"/>	<input type="text" value="0"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Giant club	2m max multi-target*	D20	1D8+STR

*all targets within a 2m radius of him

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

Strengths : Robust+, Giant

Special moves : Fury, Reversal

SPECTRA

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="-5"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="-5"/>	<input type="text" value="0"/>	<input type="text" value="0"/>

Spell	Range	ATK	DMG
Shockwave	5m max	D20 (-3EP/ATK)	1D6 Gross*

*Gross 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. They are condemned to wander aimlessly on the physical plane.

Strengths: Immaterial

Special moves : Dissimulation, Absorption

NECROMANCER

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="-3"/>	<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="2"/>

Weapon	Range	ATK	DMG
Magic Weapon of choice	-	-	-

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: Elemental Fire Spell, Health*, Recover*.

*applicable only on creatures with the Undead strenght

ZOMBIE

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="2"/>	<input type="text" value="-2"/>	<input type="text" value="-5"/>	<input type="text" value="0"/>	<input type="text" value="-2"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Fang	-	D20	1D4+2+STR

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.

Strengths : Undead

Special moves : Mark

SKELETON

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="-5"/>	<input type="text" value="-3"/>	<input type="text" value="-2"/>	<input type="text" value="-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.

Strengths : Undead, Magical creature

ELEMENTAL (FIRE, LIGHTNING OR ICE)

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>

Weapon	Range	ATK	DMG
Power of spell	-	D20	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.

Strengths : Magical creature

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

STONE GOLEM

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="6"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="6"/>	<input type="text" value="0"/>	<input type="text" value="0"/>

Weapon	Range	ATK	DMG
Fist	Melee multi-target*	D20	2D4+DEX+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.

Strengths : Robust+, Magical creature

Special moves : Stunning blow

BEAST (WOLF, BEAR, BOAR...)

HP : EP :

STR DEX INT CON PER CHA

Weapon	Range	ATK	DMG
Claw	Melee	D20	1D4+DEX+STR
Fang	Melee	D20	1D4+2+STR

BANDIT

HP : EP :

STR DEX INT CON PER CHA

Weapon	Range	ATK	DMG
Common Weapon of choice	-	-	-

Armor	Prerequis.	Malus	AP
Padded armor	-	-	1

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.

WARRIOR (LVL 1)

Warrior :

HP : EP :

STR DEX INT CON PER CHA

Weapon	Range	ATK	DMG
Basic sword	Melee	D20	1D8+STR

Armor	Prerequis.	Malus	AP
Studded leather armor	-	-	2
Basic shield	Strength > -1	-	1*

**only applicable in a defensive position*

Special moves : Fury

WIZARD (LVL1)

Wizard :

HP : EP :

STR DEX INT CON PER CHA

Weapon	Range	ATK	DMG
Wand	15m max	D20	1D10+INT

Strengths : Elementary mastery

Special moves:

Fire, Lightning and Ice elemental spells

THIEF (LVL 1)

Thief :

HP : EP :

STR DEX INT CON PER CHA

Weapon	Range	ATK	DMG
Basic shortbow	2m 20m	D20	1D6+DEX
Basic dagger	Melee	D20	1D6+DEX

Armor	Prerequis.	Malus	AP
Padded armor	-	-	1

Special moves : Tactical withdrawal

CITADEL GUARD

Warrior :

HP : EP :

STR DEX INT CON PER CHA

Weapon	Range	ATK	DMG
Sword	Melee	D20	1D10+STR

Armor	Prerequis.	Malus	AP
Half plate armor	Constitution > 1	-2 Dexterity	4
Shield	Strength > 1	-	2*

**only applicable in a defensive position*