



ASTRENOR

RULE BOOK



PROJECT
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 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 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 Iradian, 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 Kings' Tournament: 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.

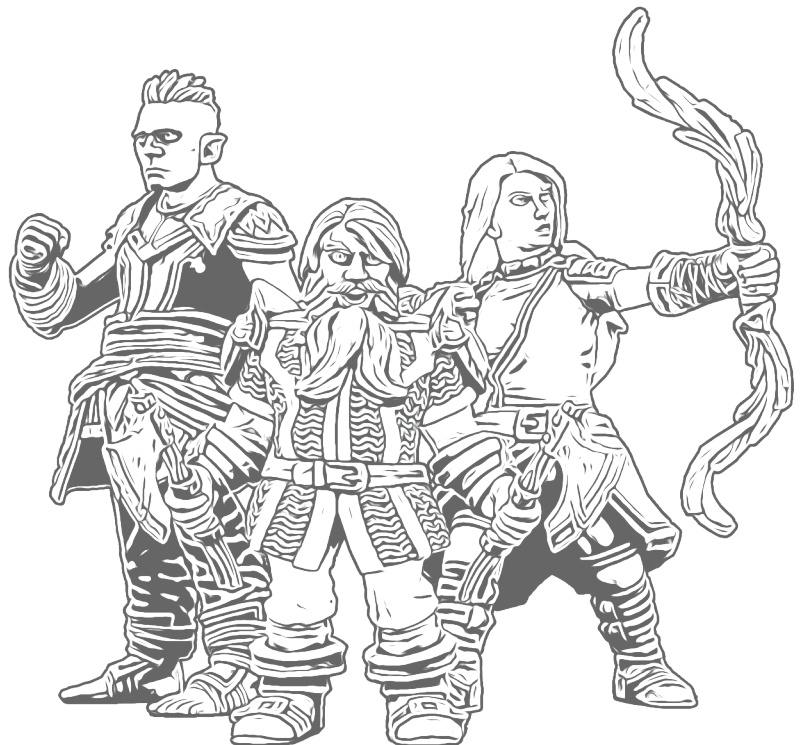
Across the ocean, Tolan, basking in its sacred aura, appears to thrive in the shadows, according to rumors circulating from tavern to tavern.

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.

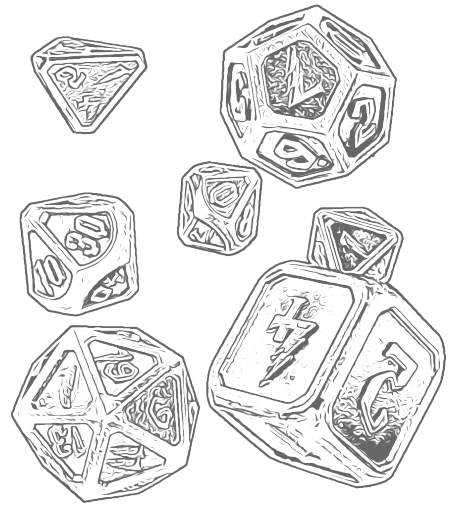
We recommend using our website charactersheetonline.com to create your campaign and character sheets. To do this, the Game Master must sign up on our website, log in to their account, and create their first campaign by selecting the role-playing game «Astrenor» among those offered. Once in the campaign,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

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 pre-generated character sheet directly.



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)

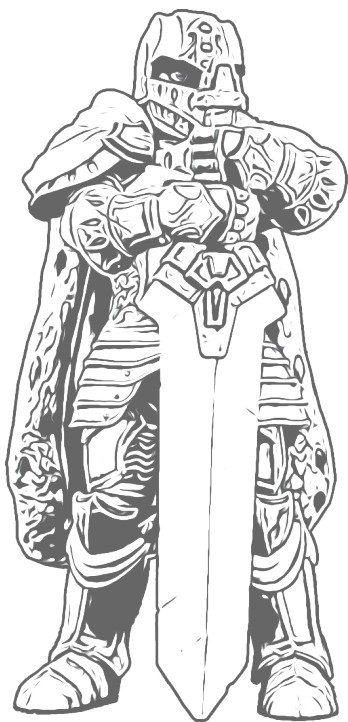
If you use the charactersheetonline.com website, you can simulate dice rolls using the button located at the bottom right of your screen when you are in a campaign or on a character sheet.

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.



EXPERIENCES AND LEVELS

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

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

Required Experiences	Level	Required Experiences	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

Health 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 health points (HP) and 10 energy points (EP). Health 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.

Health 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, health 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 health point (and by extension -1 minimum health 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, a attribute roll 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 roll.

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

To resolve an attribute roll, 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 roll with a medium 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 medium 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 a attribute, simply click on the «+0» located to the right of each attribute score.

ADVANTAGES AND DISADVANTAGES

Advantages and disadvantages 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 advantages and 3 disadvantages from the list available in the Appendix. Each advantage and disadvantage has a score ranging from -3 to +3 depending on its impact on the game. The total score of a level 1 character's advantages and disadvantages must be equal to (or less than) 0.

The Game Master may exceptionally award new advantages or disadvantages 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» disadvantage to this character.

APPEARANCE

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

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

In Astrenor, there are numerous races scattered across the three continents. While certain regions of Rautha and Asgure may be dominated by specific races, 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 race and prefer to mark their allegiance to the kingdom or continent they are loyal to.

Players have the choice between the following races:

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.

Races do not offer innate advantages or disadvantages; 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 advantages or disadvantages 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 6. 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

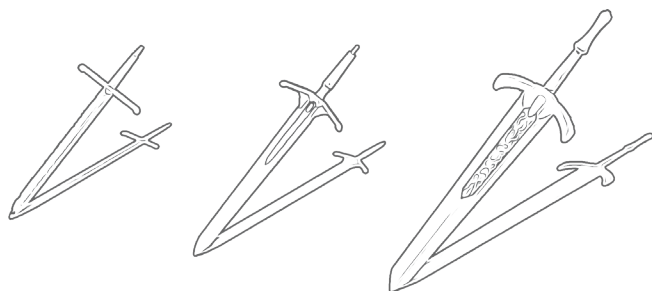
Each new character starts with a d20 + 50 gold pieces to add to their inventory.

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 Adventurer's 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 DISCOVERY PHASE

The interaction and discovery 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 a attribute roll, then describes the result of that action.

Reminder of the attribute roll:

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 roll 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 discovery 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 roll 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, which is always equal to 10. The player must then roll between 10 and 20 on a d20 to succeed in their action.

ROLEPLAY PHASE

When a player chooses to interact with a Non-Player Character (NPC), they enter a roleplay 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 roleplay 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 discovery 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 attack 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: Escape, Defense, 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 in defense, 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:

ESCAPE

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.

DEFENSE

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 Thief.

As with attribute rolls, the player must roll a d20 and add their path score 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 Thief'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 Thief'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 an armor resistance test 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 Defense 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 health 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 an armor resistance test. 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 medium 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 (medium 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) health 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 recovery time 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 cooldown times 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 discovery 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...

Resistance Test:

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 resistance test
- More than 15 damage points after deducting armor = Target's armor resistance test

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			
Mythical	D	B				
Legendary	D					

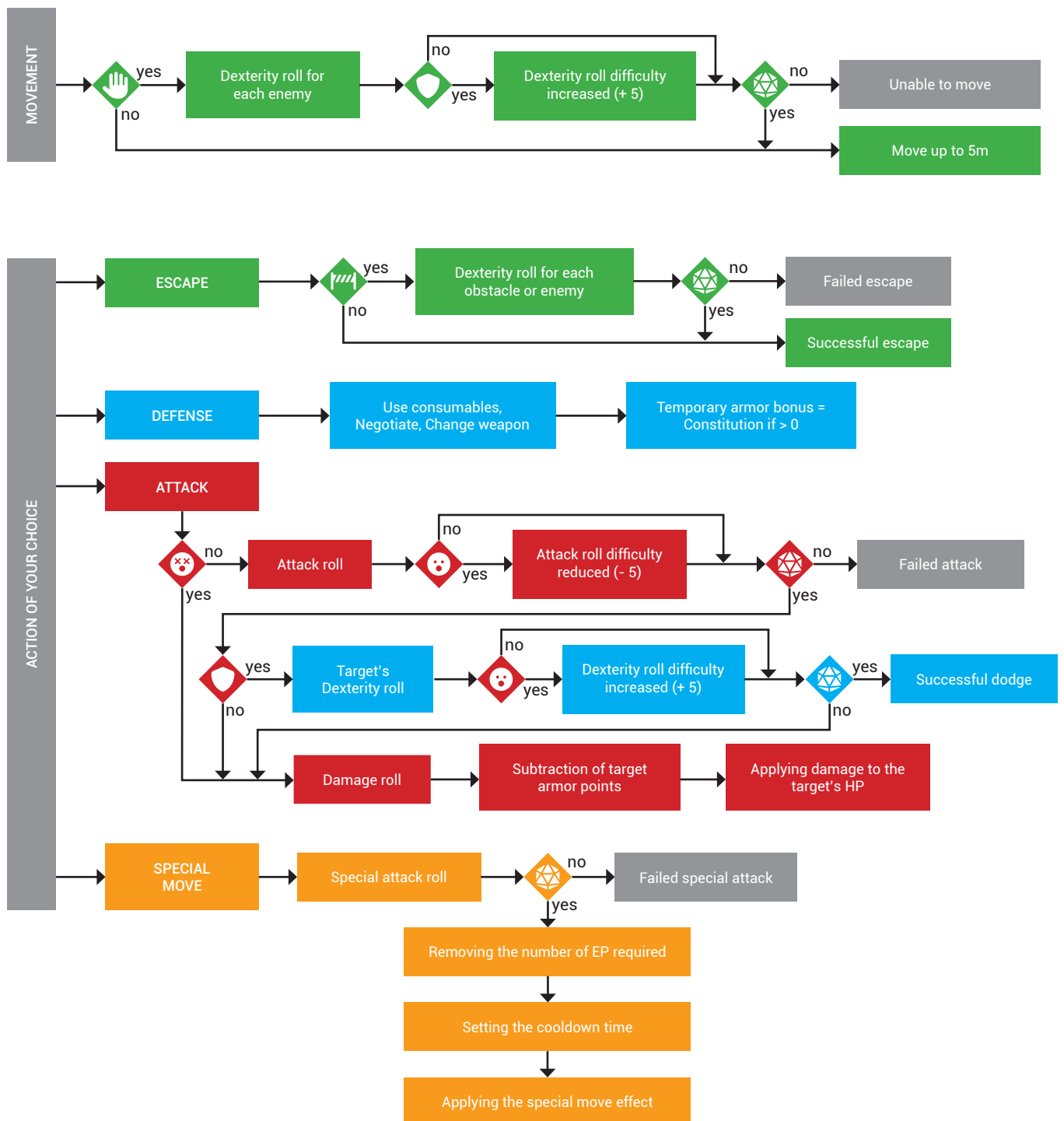
Broken (B): The equipment is no longer usable in its current state. However, it can be patched up with the Tinkerer skill or repaired by a craftsman by paying half the price of the equipment (rounded up).

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 the target is overturned down, stunned, or unconscious.

: If you are in close combat with an enemy.

: If the target is attacked by surprise or immobilized.

: If you pass near an enemy or obstacle.

: If the target is in a defensive position.

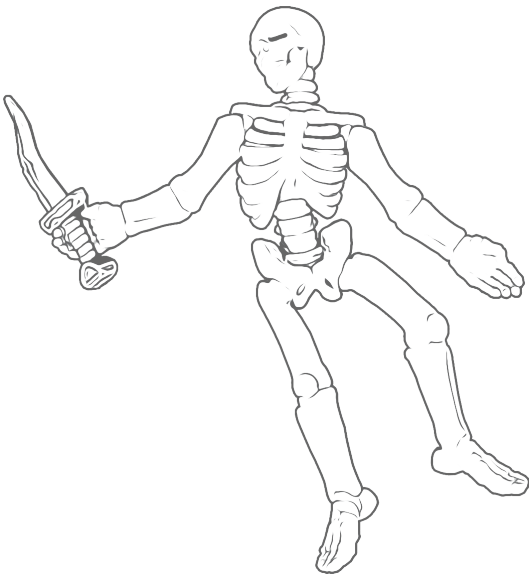
DEATH OF A CHARACTER

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 health 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 pre-made ones 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 of your attributes' score by 1 point, which cannot exceed 10. If you increase your Constitution, don't forget to increase your maximum health points.
- Increase one path by 1 mastery level, 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 advantages and disadvantages, special moves, equipment tables and a bestiary.

ADVANTAGES AND DISADVANTAGES

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

BASIC ADVANTAGES

Bourgeois (+1): You start the game with 2D20 + 100 GP (instead of 1D20 + 50).

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

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

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

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

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

Night Vision (+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.

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

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

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

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

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

BASIC DISADVANTAGES

Poor (-1): You start the game with 1D10 + 25 GP (instead of 1D20 + 50). Cannot be taken with the «Bourgeois» advantage.

Naïve (-1): You tend to believe everyone. You lose -1 Intelligence.

Persistent Odor (-1): You lose -2 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 roll to resist the temptation.

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

Clumsy (-1): You lose -2 on Dexterity rolls when performing actions requiring precision and/or stealth. Cannot be taken with the «Locksmith» advantage.

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

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

Alcoholic (-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 lose -3 on Perception rolls involving sight. If you lose your remaining eye, you become blind.

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

Depressive (-2): You lose morale points more easily. Cannot be taken with the «Steely Mind» advantage.

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

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

One-Handed (-3): You have lost the use of one hand. You lose -3 Strength and -1 Dexterity. You cannot use two-handed weapons, bows, or shields. Cannot be taken with the «Ambidextrous» advantage.

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

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

ADVANTAGES TO UNLOCK

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

Agile in Combat (Minimum 4 Dexterity and 4 Perception): Attack rolls targeting you have a difficulty increased by 2 (so 12 for an average difficulty).

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

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

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

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

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

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 ADVANTAGES

The following advantages 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.

Fast: 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 health points reach negative values.

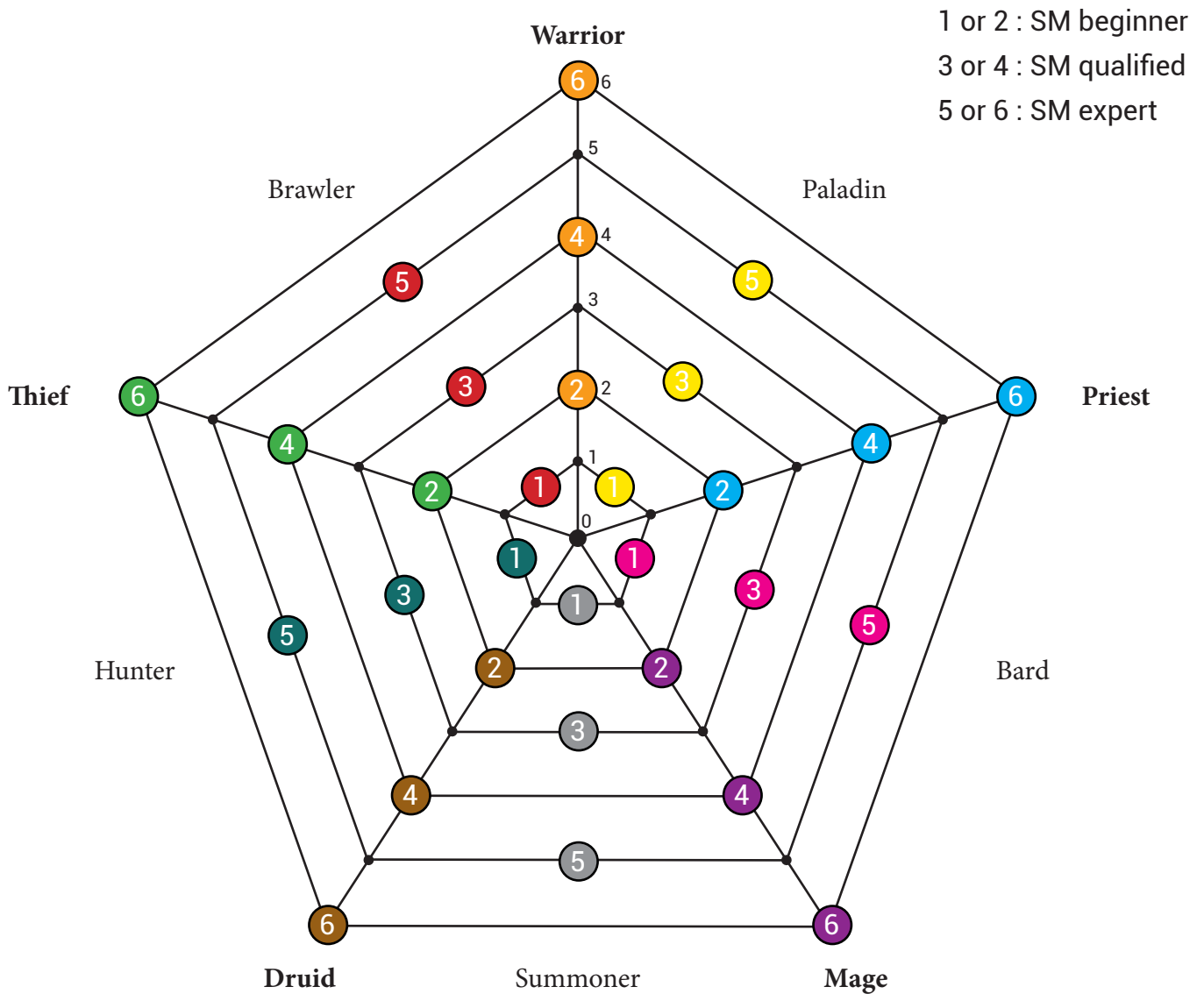
Magical Creature: The creature cannot be knocked unconscious or ambushed.

Immaterial: 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 health point every turn (or every 15 seconds out of combat). Only a first aid kit or hospital care can stop the effects of the poison.

SPECIAL MOVES

Special moves are unlocked based on the mastery level of the Thief, Warrior, Priest, Mage, and Druid paths. The chart below represents the path levels required for each special move.



EXAMPLE OF A SPECIAL MOVE

Special move name	Required rank ²
Path ¹	
⚡ 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.

WARRIOR

Fury

Path : Warrior

Required rank : 2

⚡ 3 EP ⌘ 6 turns ☉ Self

Effect : DMG+STR (4 turns)

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

Overturn

Path : Warrior

Required rank : 4

⚡ 5 EP ⌘ 3 turns ☉ Multi-target 2m around you

Effect : DMG raw = STR and Overturned

You let out a howl generating a shockwave pushing characters within a 2-meter radius of you back by one meter. They suffer raw damage (damage not affected by the target's armor) equal to your Strength and enter the overturned state.

Overturned: The character is vulnerable until their turn. They automatically lose this status at the beginning of their turn. Attack rolls against an overturned target are automatically successful.

Berserker Rage

Path : Warrior

Required rank : 6

⚡ 6 EP ⌘ 6 turns ☉ Self

Effect : Immortal and Immune to CC (3 turns)

You enter a rage, becoming immortal and immune to controls (overturned, stunned, or immobilized) for 3 turns.

Immortal: The character cannot drop below 1 health point.

PRIEST

Prayer

Path : Priest

Required rank : 2

⚡ 3 EP ⌘ 3 turns ☉ 1 target within 5m

Effect : Heals 2D6+CHA EP

You join your hands to perform a prayer that regenerates 2d6 + your Charisma energy points to one of your allies.

Blessing

Path : Priest

Required rank : 4

⚡ 4 EP ⌘ 5 turns ☉ Multi-target in a 3x3m up to 10m

Effect : Heals 1D8+CHA HP in Area

You make hand signs to bless the area, granting 1d8 + your Charisma health points to your allies within a 3 x 3 meter area up to 10 meters away from you.

Divine Praise

Path : Priest

Required rank : 6

⚡ 6 EP ⌘ 6 turns ☉ 1 target within 3m

Effect : Awakens an unconscious ally and grants them Immortal (1 turn)

You recite a chant to awaken an unconscious ally within 3 meters of you. The revived ally is immortal for one turn.

Immortal: The character cannot drop below 1 health point.

Elemental Spell

Path : Mage*

Required rank : 2

⚡ 3 EP ⌘ 1 turns ☉ 1 Target between 2 to 10m

Effect Fire : DMG Weapon and Burning (3 turns)

You launch a powerful fire bolt towards a target within a distance of 2 to 10 meters from you. The target suffers damage equal to that of your magical weapon. If the damage inflicted on the target is 10 points or more, it also suffers a burning effect.

Burning: The character suffers 2 raw damage points at the beginning of their turn, for a maximum of 3 turns. Just after applying the burning damage, the character must roll a d6 and roll a 5 or 6 to stop the effect the following turn. They can also try to heal themselves to stop the effect before the 3 turns.

Effect Lightning : DMG Weapon and rebound DMG/2

You launch a lightning bolt that strikes a target within a distance of 2 to 10 meters from you. This lightning can then bounce to the 2 closest targets within 2 meters of the impact point (including your allies). The first target suffers damage equal to that of your magical weapon. Targets hit by the bounce suffer half the damage of your magical weapon, rounded down.

Effect Ice : DMG Weapon and Immobilized (1 turn)

You hurl an ice orb at a target within a distance of 2 to 10 meters from you, which can be frozen. The target suffers damage equal to that of your magical weapon. Then roll a six-sided die. If the result is 5 or 6, the target is immobilized.

Immobilized: The character cannot move during their combat turn but can attack or defend. Attack rolls against an immobilized target have a reduced difficulty (-5).

Absorption

Path : Mage

Required rank : 4

⚡ 0 EP ⌘ 6 turns ☉ 1 target within 5m

Effect : Steals 1D10+INT EP

You absorb the energy from a target up to 5 meters away from you. You gain 1d10 + your Intelligence energy points, according to those remaining to your target.

Meteor

Path : Mage*

Required rank : 6

⚡ 9 EP ⌘ 5 turns ☉ Multi-target in a 5x5m up to 15m

Effect : DMG Weapon*3 in Area (1 turn of preparation)

You focus your energy to generate a massive energy orb, which you hurl like a meteor up to a maximum distance of 15 meters. Targets within a 2-meter radius of the impact point take three times your weapon's damage (this includes your allies).

This attack requires one turn of preparation during which you will remain stationary. As a result, you gain the Immobilized status until your next turn to apply the effects of this attack. If you have already used your movement this turn, you will need to remain stationary on the following turn.

Immobilized: The character cannot move during their combat turn but can attack or defend. Attack rolls against an immobilized target have a 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 🎯 2 targets within 3m

Effect : 2 Bonuses: +1 to an Attribute

You grow two berries at your feet, each of which increases one of your attributes of your choice by 1 point until the end of the combat or after 10 minutes out of combat. You can consume these berries yourself or choose to give them to allies within 3 meters of you.

Animal Form

Path : Druid

Required rank : 4

⚡ 4 EP ⌘ 5 turns 🎯 Soi-même

Effect : Transforms a target into a small animal (3 turns)

You transform into a totem animal. Choose a form between boar, wolf, bear, and eagle, and add your own attributes (STR, DEX, INT, CON, EPR, CHA) as bonuses or penalties. This form replaces yours for the duration of your transformation. If your health points drop to 0 during your transformation, you lose your animal form and are stunned for one turn. Your animal form automatically ends after 4 turns, but can be deactivated earlier if you wish, at the beginning of each of your turns. Once your transformation is complete, you regain your original character sheet.

Stunned: The character cannot attack and must skip their turn during combat. Attacks against a stunned target are automatically successful.

Metamorphosis

Path : Druid

Required rank : 6

⚡ 6 EP ⌘ 7 turns 🎯 1 target Melee

Effect : Transforms a target into animal (3 turns)

You transform a target into an harmless animal. This target cannot attack or defend as long as it is in this form. It returns to its normal form if it is attacked or after 3 turns.

Tactical Retreat

Path : Thief

Required rank : 2

⚡ 2 EP ⌘ 3 turns 🎯 1 target Melee

Effect : ATK Melee and Additional move of 6m

You make a standard melee attack (attack roll then damage roll) followed by an acrobatics move to disengage and reposition yourself up to 6m away. No Dexterity check is required to dodge an obstacle or an enemy during this bonus movement.

Piercing Strike

Path : Thief

Required rank : 4

⚡ 5 EP ⌘ 3 turns 🎯 1 target within weapon range

Effect : Raw DMG Weapon and Armor resistance test

You focus your attack on the weak points of your target's armor, dealing raw damage (damage not affected by the target's armor) equal to that of your weapon. If the target suffers 10 or more points of damage, it must then make a special armor resistance test* to determine if its armor is broken.

*If the result of the resistance test is 1, then the armor is not destroyed, but merely broken. A legendary armor cannot be broken or destroyed with a piercing blow.

Execution

Path : Thief

Required rank : 6

⚡ 6 EP ⌘ 5 turns 🎯 1 target within weapon range

Effect : DMG Weapon+DEX and Execution

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

Lay on Hands

Path : Warrior & Priest

Required rank : 1

⚡ 4 EP ⌘ 3 turns ☉ Self or 1 target Melee

Effect : Heals 2D6+CON HP

You place your hands on yourself or an ally to infuse your spiritual energy into a body. The target regains 2d6 + your Constitution health points. This does not work on an unconscious target (HP equal to or less than 0).

Light Shield

Path : Warrior & Priest

Required rank : 3

⚡ 5 EP ⌘ 5 turns ☉ 1 target within 3m

Effect : PA Bonus = CON (3 turns)

You channel your energy to generate a magical shield around yourself or one of your allies within 3 meters. This shield grants an armor bonus equal to your Constitution for 3 turns.

Supreme Punishment

Path : Warrior & Priest

Required rank : 5

⚡ 6 EP ⌘ 6 turns ☉ 1 target Melee

Effect : DMG 1D20+X*CON (Usable after 2 turns in Defense)

You implore your god to grant you strength to deal 1d20 + X times your Constitution in damage to a melee target, where X corresponds to the number of attacks or special attacks you have suffered during the last two turns (including allied attacks). This special attack can only be used if you spent your last 2 turns in Defense position.

Serenade

Path : Priest & Mage

Required rank : 1

⚡ 3 EP ⌘ 3 turns ☉ 1 target within 3m

Effect : Bonus allowing to reroll a dice roll (3 turns)

You sing a song for one of your allies within 3 meters of you to boost their luck. They gain a one-time bonus, valid for 3 turns, allowing them to reroll a dice roll.

Flying Score

Path : Priest & Mage

Required rank : 3

⚡ 5 EP ⌘ 5 turns ☉ Multi-target in a 3x3m up to 5m

Effect : AoE raw DMG = CHA (3 turns) (-2EP / relocation)

You conjure a whirlwind of musical notes that deals raw damage equal to your Charisma within a 3x3 meter area, which can be placed up to 5 meters away from you. This area remains on the battlefield for 3 turns and can be moved each turn instead of your action by spending 2 energy points.

Enchanting Melody

Path : Priest & Mage

Required rank : 5

⚡ 6 EP ⌘ 6 turns ☉ 1 target within 5m

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

You sing an enchanting melody allowing you to control an enemy for one turn, provided they have less intelligence and charisma than you. The survival instinct of the enchanted target prevents them from committing suicide.

Weapon Summon

Path : Mage & Druid

Required rank : 1

⚡ 4 EP ⌘ 3 turns ☉ Self or 1 target Melee

Effect : Summoning Random Weapon (One at a time / Until end of combat)

You summon a random weapon for yourself or one of your allies. Roll a d4 to determine the weapon's quality (1: Common/Gray, 2: Uncommon/Green, 3: Rare/Blue, 4: Mythical/Purple), then choose a weapon of the corresponding quality from all available options (summoned bows do not require arrows). You can only summon one weapon at a time. This weapon disappears at the end of the combat or after 10 minutes out of combat. If the weapon breaks, it is automatically destroyed.

Guardian Summon

Path : Mage & Druid

Required rank : 3

⚡ 4 EP ⌘ 8 turns ☉ 1m in front of you

Effect : Summons a guardian (-1EP / turn)

You summon a guardian by your side that you control. Each turn, you must spend 1 energy point to maintain the link with your guardian. If the link is broken or if your health points or those of the guardian drop to 0, then it disappears. Your guardian always plays after you.

Guardian Awakening

Path : Mage & Druid

Required rank : 5

⚡ 5 EP ⌘ 6 turns ☉ 1 guardian within 5m

Effect : STATS*2 Guardian (3 turns)

You infuse a huge amount of energy into your guardian to double its characteristics and health points. This effect ends after 3 turns.

To calculate the health points of the guardian once the awakening is complete, divide its current health points by 2, rounding down if necessary.

Thorn Trap

Path : Druid & Thief

Required rank : 1

⚡ 3 EP ⌘ 4 turns ☉ 1 target within 10m

Effect : Immobilizes an enemy (2 turns)

You focus your energy into the earth to grow thorns at the feet of one of your enemies located up to 10 meters from you, immobilizing them for 2 turns.

Immobilized: The character cannot move during their combat turn but can attack or defend. Attack rolls against an immobilized target have a reduced difficulty (-5).

Mark

Path : Druid & Thief

Required rank : 3

⚡ 5 EP ⌘ 4 turns ☉ 1 target within 6m

Effect : DMG*2 on a target (until the end of your next turn)

You place a mark on a target within 6 meters, causing them to take double damage until the end of your next turn. The mark's effect also applies to attacks from your allies.

Spectral Arrows

Path : Druid & Thief

Required rank : 5

⚡ 7 EP ⌘ 5 turns ☉ Multi-target in a 180° field of view up to 15m

Effect : DMG 1D8+PER for each successful EPR roll

You spot your enemies to send a barrage of powerful spectral arrows. Make a perception check for each visible target within a range of 15 meters. Inflict 1d8 + your perception points of damage to each target for which your perception check is successful.

Projection

Path : Thief & Warrior

Required rank : 1

⚡ 3 EP ⌚ 2 turns 🎯 1 target Melee

Effect : DMG 1D6+STR+DEX and Repulse up to 3m

You deliver a powerful blow with the palm of your hand to push your target up to 3 meters behind them, inflicting 1d6 + your Strength + your Dexterity points of health. This technique can allow you to disengage before a movement.

This attack does not work on creatures with «Giant», «Immatériel» or «Flight» feature.

Stunning Blow

Path : Thief & Warrior

Required rank : 3

⚡ 4 EP ⌚ 3 turns 🎯 1 target Melee

Effect : DMG 1D8+STR+DEX and Stunned (1 turn)

You deliver a powerful punch to an enemy, inflicting 1d8 + your Strength + your Dexterity points of damage. Your target makes a Constitution check; if it fails, it is stunned.

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

Lightning Rush

Path : Thief & Warrior

Required rank : 5

⚡ 5 EP ⌚ 4 turns 🎯 Multi-target Melee

Effect : ATK*Nb targets on the way (Additional movement of 5m between each target)

You run from one target to another, chaining rapid melee attacks. Make a standard attack on a target (attack roll then damage roll), then make a Dexterity check to see if your chain continues. As long as a new target is within 5 meters of the previous one and your Dexterity check is successful, your attacks continue.

Regenerative 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 inflicts 1D6 + its Strength points of damage and heals itself by the same amount of health points.

Spectral Ball

Special attack : 1D20

⚡ 3 EP ⌚ 1 turns 🎯 1 target between 2 and 10m

Effect: Weapon Damage

The creature launches a powerful sphere of spectral energy towards a target within 2 to 10 meters of it.

Necromantic Summoning

Special attack : 1D20

⚡ 6 EP ⌚ 4 turns 🎯 1m in front of you

Effect: Summons an undead

The creature summons an undead of its choice (Zombie or Skeleton) to its side.

Charge

Special attack : 1D20

⚡ 0 EP ⌚ 3 turns 🎯 A target at 2 or 3m

Effect: Charge deals 1D4+CON DMG and Pushes back by 2m

The creature charges towards a target within 2 or 3 meters, dealing 1D4 + its Constitution points of damage. The target is then pushed back by 2 meters.

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
	Quality 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
	Quality axe	Warrior	Melee	1D10+1+STR	135 GP
	Enchanted axe	Warrior CB*	Melee	1D10+1+STR	270 GP
	Basic warhammer	Warrior	Melee	1D6+STR	10 GP
	Warhammer	Warrior	Melee	1D8+STR	30 GP
	Quality warhammer	Warrior	Melee	1D10+STR	90 GP
	Enchanted warhammer	Warrior CB*	Melee	1D10+STR	180 GP
	Basic flail	Warrior	Melee	1D8-1+STR	10 GP
	Flail	Warrior	Melee	1D10-1+STR	30 GP
	Quality flail	Warrior	Melee	1D12-1+STR	90 GP
	Enchanted flail	Warrior CB*	Melee	1D12-1+STR	180 GP
	Hammer, Mace	Warrior	Melee	1D4+STR	5 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 CB*	Melee	1D10+DEX	180 GP
	Knife	Thief	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
	Quality 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
	Quality 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
	Quality halberd	Warrior-3	2m max	1D10+6+STR	150 GP
	Enchanted halberd	Warrior-3 CB*	2m max	1D10+6+STR	300 GP
	Basic fist weapons	Warrior ou Thief	Melee	1D4+STR+DEX	15 GP
	Fist weapons	Warrior ou Thief	Melee	1D6+STR+DEX	45 GP
	Quality fist weapons	Warrior ou Thief	Melee	1D8+STR+DEX	135 GP
	Enchanted fist weapons	Warrior ou Thief CB*	Melee	1D8+STR+DEX	270 GP
	Staff	Warrior ou Druid	2m max	1D4+STR	5 GP

R.	Name	Path	Range	Damage	Price
Ranged weapons ³					
	Basic short bow	Thief	between 2 - 15m	1D6+DEX	10 GP
	Short bow	Thief	between 2 - 15m	1D8+DEX	30 GP
	Quality short bow	Thief	between 2 - 15m	1D10+DEX	90 GP
	Enchanted short bow	Thief CB*	between 2 - 15m	1D10+DEX	180 GP
	Long bow	Thief ou Druid -2	between 3 - 60m	1D8+DEX+PER	40 GP
	Quality long bow	Thief ou Druid -2	between 3 - 60m	1D10+DEX+PER	120 GP
	Enchanted long bow	Thief ou 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
	Quality wand	Mage	-	1D12+INT	135 GP
	Basic scepter	Mage ou Priest -2	-	1D6+INT+CHA	30 GP
	Scepter	Mage ou Priest -2	-	1D8+INT+CHA	90 GP
	Quality scepter	Mage ou Priest -2	-	1D10+INT+CHA	270 GP
	Basic magic staff	Mage ou Druid -2	-	1D6+INT+PER	20 GP
	Magic staff	Mage ou Druid -2	-	1D8+INT+PER	60 GP
	Quality magic staff	Mage ou Druid -2	-	1D10+INT+PER	180 GP

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

ARMORS

R.	Name	Requirement	Malus	Armor points	Price
Light armors					
	Padded armor	None		1	20 GP
	Studded leather armor	None	-1 Charisma	2	40 GP
Heavy armors ⁵					
	Scale mail armor	Constitution > 1	-1 Dexterity	3	60 GP
	Half-plate armor	Constitution > 2	-2 Dexterity	4	120 GP
	Chainmail	Constitution > 3	-3 Dexterity	5	240 GP
	Full 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
	Quality shield	Strength > 4	Impossible dodge	+5 in defense	270 GP

MISC

R.	Name	Effect	Price
Consumables ⁷			
	Beer Mug, Glass of Wine ...	Regenerates 3 EP (Consumable 2 per hour) Requires a Constitution roll to hold the alcohol. If failed, temporarily reduce your attributes by -1 and temporarily increase your morale by +1	2 SP
	Ration, Quick Meal ...	Regenerates 6 EP (Consumable once every 4h)	3 SP
	Good Meal	Regenerates 10 EP (Consumable once every 6h)	5 SP
	Bandage	Heals 6 HP (Consumable 2 per day)	6 SP
	First Aid Kit	Heals 10 HP (Consumable 1 per day)	1 GP
	Emergency 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: <ul style="list-style-type: none"> • 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
	Quality Piercing Arrow	+2 DMG bonus on a bow attack	1 GP
	Revitalizing Potion	Heals 10 HP usable in combat	3 GP
	Quality Revitalizing Potion	Heals 20 HP usable in combat	9 GP
	Energizing Potion	Regenerates 10 EP usable in combat	3 GP
	Quality Energizing Potion	Regenerates 20 EP usable in combat	9 GP
	Revitalizing 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			
	Rag	-1 Charisma penalty	5 SP
	Town Clothes		5 GP
	Fancy Clothes	+1 Charisma bonus	15 GP
	Luxurious Clothes	+2 Charisma bonus	45 GP
	Warm Clothes	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 «Locksmith» advantage	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
	Canteen (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			
	Ancient 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
	Antique 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» advantage.

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 armors require a minimum of Constitution to be worn. They decrease the wearer's mobility, thus reducing their Dexterity.

⁶ Shields require a minimum of strength 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 the Inn	Restores 7 HP after a night's sleep	1 PO
Weapon and Armor Repair	Weapon or armor repaired (without penalty)	Prix de l'objet/2
Hospital Care	Revives an unconscious ally to 1 HP	2 PO
Carriage Transport (up to 6 people) per day	Travel time reduced by 3 and ability to recover 2 HP during a long trip (+ 3 hours)	3 PO
Horse Rental per day	Travel time reduced by 5	1 PO

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.

Advantages : Agile in Combat, Night Vision

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
Slingshot	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.

Advantages : Night Vision

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.

Advantages : 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	Malus	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.

Advantages : Robust, Elusive, Giant

Special move : Regenerative 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 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.

Advantages : Robust+, Elusive, Giant

Special moves : Fury, Overturn, Charge

BESTIARY : SOULS

SPECTRUM

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"/>

Sort	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.

Advantages : Elusive, Immaterial, Magical Creature

Special moves : Absorption, Spectral Ball

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
Necrotic sceptre	-	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 Ball, Necromantic Summoning

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
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.

Advantages : Undead

Special move : Regenerative Bite

SKELETON

HP : EP :

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

Advantages : Undead, Magical Creature

ELEMENTARY (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	-	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.

Advantages : Elusive, 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="-6"/>	<input type="text" value="6"/>	<input type="text" value="0"/>	<input type="text" value="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.

Advantages : Robust+, Magical creature

Special moves : Projection, Stunning blow

BESTIARY : PEOPLE

WARRIOR (LVL 1)

Warrior : 2

HP : 17  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	Malus	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

Advantage : 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

Advantage : 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
Long bow	3 - 60m	1D20	1D8+DEX+PER

Special move : Magical Berries

THIEF (LVL 1)

Thief : 2

HP : 14  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	Malus	AP
Padded armor	None	-	1

Advantage : Ambidexterity

Special move : Tactical Retreat

PALADIN (LVL 1)

Warrior & Priest : 1

HP : 17  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	Malus	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

Advantage : Lucky

Special move : Serenade

SUMMONER (LVL 1) Mage & Druid : 1

HP : 14  EP : 10

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

Armor	Require	Malus	AP
Padded armor	None	-	1

Special move : Weapon Summon

HUNTER (LVL 1) Druid & Thief : 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) Thief & Warrior : 1

HP : 15  EP : 10

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

Weapon	Range	ATK	DMG
Basic fist weapons	Melee	1D20+1	1D4+STR+DEX

Armor	Require	Malus	AP
Padded armor	None	-	1

Special move : Projection

BANDIT Thief & 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 : Projection

CITADEL GUARD Warrior : 4

HP : 20  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	Malus	AP
Scale mail armor	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	Malus	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.

Advantage : 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	Malus	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.

Advantage : 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

Advantage : Robust

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

Advantages : Agile in Combat, Fast, 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

Advantages : 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

Advantages : Venomous