

Codeless Game Construction
Using Construct 2 & 3



Disciples of Renown™
St. George
Battles the Dragons

A Walk-through RPG Development tutorial.

By Stephen Gose

Disciples of Renown™ - St. George Battles the Dragons

A “Walk-thru Developer’s Guide”

Stephen Gose

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1. Disciples of Renown™ *Shareware Rules*

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*Purchase the complete Game System Rules from Amazon.
This section (below) is only the FREE Shareware Edition.*

1.1 Character Profile:

> **Stamina:**

Stamina represents a character's power, endurance, constitution, health, and physical strength. This characteristic determines the total weight a character can carry, the types of weapons they can use, and how much damage they can sustain in combat before dying. It is combined with weapon skills to assess the character's melee combat abilities.

> **Coordination:**

Coordination reflects a character's agility, dexterity, and grace. It is used to evaluate object manipulation, hand-eye coordination, and depth perception. Coordination is combined with ballistic skills to measure a character's abilities in missile combat, parrying, and throwing.

> **Psyche (IQ):**

Psyche summarizes a character's mental capacity, reasoning skills, and the energy of their soul. This characteristic determines comprehension, magical resistance, astral presence (to fully grasp this concept, you may want to experience the **"ArchMages of Renown"™** gaming series), godly favor, and overall mental acuity. Psyche is the most crucial characteristic for magical or religious characters, equating to the combat skills of heroic martial characters.

> Mana (Astral Power):

Mana represents the energy behind astral effects and is used to assess the power and damage of magical invocations. Each spell cast depletes a portion of this energy, similar to how physical weapons have a set amount of damage points.

> Renown:

This characteristic is a summary of the charisma, legendary heroic stature, respect, and fame of a gaming persona. It is used to determine the popularity, “godly” favor, public relations, and bending of “Fate”! Characters of particularly high renown (aka respect or fame) are offered better missions, more rewards, more exciting adventures, and higher honors. It is a measure of who is the best Adventurer; it’s very similar to gun-fighters in the old West. Adventurers of High Renown are sought out by kings and great mages to help perform critical missions. If successful, it is the only way an adventurer may become a noble and receive a grant — or an award — of arms, land, and titles. Additionally, renown points can be used to avoid death, at a rate of 2 renown points per hit point below zero. Your adversary will assume you are dead, however, your renown will keep you alive to avenge your assailant.



Further explanations are reserved for registered guests and book patrons.

1.2 Invoking the Supernatural:

- **Offensive Missile Spells:** Effects are determined by the formula: Coordination + IQ (Knowledge Level) + Mana Points.
- **Defensive Thrown Invocations (e.g., Spells, Curses, Blessings):** Effects are determined by the same formula: Coordination + IQ (Knowledge Level) + Mana Points.
- **Successful Supernatural Attacks:** A successful attack depends on the Psyche Skill Level, expressed as a percentage.



Further explanations are reserved for registered guests and book patrons.

1.3 Astral Ranges:

The range of raw “Astral” skills for any magical or religious character varies from 0 to 40 points. The proximity to an altar, shrine, or temple can also affect this range. (Additional explanations are reserved for registered guests and book patrons.)

1.4 Physical Attacks:

- **Attack and Parry Abilities:** Determined by the formula: Coordination + Weapons Skill Level.
- **Missile Weapons (and Thrown Weapons) Attack:** Calculated using: Coordination + Ballistics Skill Level.
- **Successful Melee or Critical Damage Attacks:** Based on the Weapons Skill Level as a percentage.



Further explanations are reserved for registered guests and book patrons.

1.5 Weapons & Ballistic Skill Ranges:

The range of raw weapons or ballistic skills for any character is from 0 to 40 points. (Further explanations are reserved for registered guests and book patrons.)

1.6 How To Increase Skills:

1. **Religious Training:** Increases a chosen skill by 1 point. You cannot receive another point from additional training sessions until you gain actual quest experience from adventuring. Training costs 100 silver per day until the skill point is received (i.e., you have mastered the lessons). (Further explanations are reserved for registered guests and book patrons.)
2. **Invoking Supernatural Interventions:** Increases Mana by 1 point per 100 experience gained from a campaign, provided that you successfully cast or invoke a spell in a single engagement.

- **Physical Combat:** Increases skills by 1 point per 100 experience gained from a campaign*, provided you made one successful attack (or parry) in any single engagement. You learn from your encounters; a successful physical weapons attack or parry allows you to increase your weapon skill, while a successful ballistic attack allows you to increase your ballistics skill. (Further explanations are reserved for registered guests and book patrons.)



A **"Campaign"** refers to the collection of encounters and engagements you have had during each "round trip" from your base camp. You gain from the insight of recounting your adventures to friends and listening to their reflections, observations, and advice.

1.7 How To Increase Characteristics:

1. **Religious Training:** Can also improve a raw characteristic attribute by 1 point. You cannot receive another point from training until you have raised any characteristic by one point from "Campaign Experience." Training costs 100 silver per day until the point is received (i.e., you have mastered the regimen). (Further explanations are reserved for registered guests and book patrons.)
2. **Adventuring Quests:** Increase your character and renown (i.e., respect or fame!). You can gain 1 characteristic point per 100 experience points earned. You receive 1 experience point for successful hits on an adversary. If you deliver the final killing blow, you also gain experience points equal to the victim's coordination. You can exchange multiples of 100 experience points for an additional point in any one characteristic—stamina, coordination, **Mana**¹, or psyche. If you defeat a monster or character with "Renown Points," you gain half the value of their renown points added to your own. (Further explanations are reserved for registered guests and book patrons.)

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¹the power capacity of the elemental forces of nature embodied in an object or person