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The basic rules of RedelfWorld

Chapter 1

Foreword and purpose

This chapter describes the game idea, shows how to set the tone and difficulty, and provides concrete work habits for a safe and fun game table. The language and terms are harmonized with the core book (e.g. "FP" for focus points) and are ready to play right away.

1.1 Vision

Down-to-earth medieval fantasy where decisions, resources, reputation and relationships count.

Magic exists but has a price; violence is dangerous; friendship and promises matter.

Three promises to the players:

1. **Consistency before "plotting."** Choices are felt in fiction – even when they hurt.
2. **Clear risks.** SL shows time, terrain, threats and possible consequences before impact.
3. **Reward drive.** Drive, Bands and Limits provide real hookholes and KPG.

1.2 players – how to play them

Adventure and exploration

- **In the game:** maps, tracks, flashlights, weather, blocks/shifts as tempo.
- **SL does:** shows resource pressure (light, provisions, carrying capacity), presents choices with risk/reward.
- **Players do:** prepare, ask questions, choose a path – and live with the emptiness of the map.

Social intrigue game

- **In the game:** factions with goals, reputation per location, leverage (letter, debt, gift).
- **SL does:** shows who wants what – and the price of changing someone's will.
- **Players do:** use eloquence/intuition/history and culture to map, negotiate, apply pressure.

Personal drama

- **In the game:** Drive, Band, Limits trigger scenes and KPG (max +1 per type and scene).
- **SL does:** asks questions about feelings/memories; angles scenes towards the characters' choices.
- **Players do it:** let Drive lead when it matters – even the prize becomes a game.

1.3 Tone of voice – set the campaign mood

Set each one; write it down on the first page. The effects below are mechanical consequences.

Realism ↔ Heroism

- **Default:** Realism (slight tilt).
- **Heroic mode:** +1 VP at the start of each scene; critical score (at least 20) always gives an extra EM step; use the SV *mode* **Heroism** .
- **Screw realism :** activate **Wound Staircase (–1 on physical attacks at 2+ lost KP)**, use the **Sharpened** SV mode , limit magical healing.

Darkness ↔ Light

- **Against Darkness :** easier to get negative reputation changes; moral shortcuts give short-term payoff but **Karma –1/–2** .
- **Towards the Light :** Reward grace and risky mercy with **Contact/Credit** ; more +**Karma** modes.

The presence of magic

- **Rare (standard):** rituals require time, space, taboo; **FP** is recovered primarily through rest/study/rites.
- **Common:** more spontaneous spells (1 FP); **Countermagic** more common; gives magical social effects (fear/reputation).

Humor

- **Table tone:** free between the shots; when the stakes are raised – stay focused.
- **Rule:** a fumble is best a **complication** rather than a farce.

Consequences

- **Always on:** Show what's at stake before the battle. Let successful battles solve problems – but open new doors.

1.4 Principles – do this (and avoid this)

- **Follow the fiction.** Ask "how are you?"; avoid abstract bonuses without description.
- **Make threats understandable.** Show time, sound, smell, distance; avoid hidden "performances".
- **Show consequences.** Warn of the cost; avoid punishing retroactively.
- **Reward creativity.** Give benefits/–SV for smart ideas/tools; avoid "right answers".
- **Play openly with resources.** Keep VP/KP/FP, carrying capacity, and provisions visible; avoid blurry accounting.

1.5 Safety and comfort – practical

- **Lines and veils:** write a line list (never on the table) and veils (can be hinted at, cut).
- **Distress signal (“Short pause”).** Anyone can say it; the scene pauses, content/zoom is adjusted.
- **Open door:** leave at any time – no questions asked.
- **Aftercare:** one minute after a sensitive scene; ask: “Do we need to adjust anything before we move on?”
- **Session 0 – checklist:**
 1. Select buttons.
 2. Agree about **the SV mode** (Heroic/Hardened).
 3. Write lines/veils.
 4. Set campaign premise (0.6) and first hook.
 5. Review mortality (baseline or mortality).
 6. Determine resource accounting (easy/provisions/burden) and how transparently it is displayed.

1.6 Campaign premise and framework

Fill in and read out:

- **Premise:** [place/conflict] “You are ... who will ... before ... has time ...”
- **Faction map:** three groups, what they want, what they fear, what they offer.
- **Gamemaster promise:** “I show costs and paths; you choose.”

Tip: When placing the premise in Redelf World, anchor it briefly in the world (e.g. **Eldervane** as a coastal region with fog lines and wind lottery; **Rivlar** as the heart of the forest of magic; **Talgtoks** as a desert of shadow storms). This makes the faction map more alive from the start.

1.7 Table practices – resources in plain text

- **Game overview:** have a common box for **VP/KP/FP** , **tables/slot machines** , **provisions/candles** .
- **FRP (Faction/Reputation Influence):** records changes live; give players co-authorship of the rumors they sow.

1.8 Quick checklist before starting (1 minute)

Tone: Realism/Heroism? • **SV Mode:** Heroic/Hard • **Safety:** Lines/Veils/Warning Signal • **Lethality:** Baseline/Deathstroke • **Resources:** Open Trails • **Premise:** One Sentence.

1.9 Tone presets (example)

Horrible border area

- **Dials:** Realism↑, Darkness↑, Magic (rare).
- **Rules:** Tightened SW, Wound Stairs **ON** , lower magical healing.
- **Consequences:** rapid reduction in case of overuse; **Credit** in hard currency.

Heroic courtly intrigue

- **Dials:** Heroism↑, Light↑, Magic common at court.
- **Rules:** Heroic SV, **critical hit** = +1 **EM** , social successes give **status bonus** .
- **Consequences:** grace and courage are rewarded; duels decide honor rather than body language.

Key concepts

Here are the important abbreviations that exist:

Basic properties (Attributes)

These are used in almost all dice types and formulas.

VP: Vitality Points – "outer" protection; recovers quickly.

KP: Body Points – physical damage; heals slowly.

FP: Focus Points – magical/holy energy.

SV: Difficulty Value – target value for hit.

EM: Effect Margin – was +5 above SV; gives extra effect.

FRP: Faction -/ -Reputation Influence – used in social/exploratory games.

- **STR:** Strength – raw strength, heavy lifting, and melee damage.
- **SMI:** Agility – coordination, speed and initiative.
- **UTH:** Endurance – physical health, resilience and VP foundation.
- **INT:** Intelligence – analysis, memory, and the basis for learned magic.
- **WILL:** Will – mental focus, courage, and foundation for holy power/countermagic.
- **KAR:** Charisma – social presence, charm and leadership.

Roles & Development

- **SL:** Gamemaster – the one who describes the world and leads the game.
- **RP:** Role Person – the player's character (often used in examples and tables).
- **KPG:** Campaign Points – experience points used to purchase skills and abilities.

Combat & Equipment

- **MF:** Magic Defense – a value (often for monsters) that indicates the difficulty of affecting them with magic. Divided into **MF Phys** and **MF Mental**.
- **AoE:** Area of Effect – area effect (e.g. fireball or gas cloud).

- **RR:** Armor Reduction – the value that armor subtracts from incoming damage (e.g. RR -2).

Simple guide: create a character

1. Choose a concept

Start with a simple idea:

- Who are you?
- What do you want?
- Where are you from?

Example:

- “An Elvish scout from Rivles”
- “A dwarven blacksmith from Winoo”
- “A human thief from Eldergate”

This belongs under “**Concept and driving force**” in character creation.

Distribute 10 attribute points

The rules say you start with **10 attribute points** to distribute.

The attributes in the game are then used for skills, magic and combat. The most important ones that are clearly visible in the race section include:

- **STY** = strength
- **SMI** = agility
- **UTH** = endurance
- **KAR** = charisma

Starting limit: You may not have higher than 3 in any attribute when placing the points.

Absolute ceiling: Only *one* attribute may be 4 total at start.

Select breed/family

Genus	Attribute	Cultural proficiency	Family talent	Relationship Hook
Person	Optional +1,	Eloquence or Craftsmanship	Customizable : You gain +1 rank in any skill	“Empire builders and opportunists. You never

Genus	Attribute optional -1	Cultural proficiency p	Family talent	Relationship Hook
Elf (Rivles)	+1 SMI, -1 STY	Survival or Magical knowledge	in addition to your cultural Elven Senses : You see in low light and gain +2 to Intuition in forest environments	know whose side they are on.” “Old treaties bind them. They remember injustices for generations.”
Dwarf	+1 UTH, -1 SMI	Craft or Resistance	Stone Skin : You naturally have 1 point of armor reduction even without armor	"They value gold and oaths more than blood. Trust their craftsmanship, not their smiles."
Half-length man	+1 KAR, -1 STG	Hide or Sneak	Lucky : Once per game session you get to re- roll a die showing 1	“Undervalued and invisible. People talk freely in front of them as if they were children.”

Person

- Optional +1
- Optional -1
- Cultural Skill: **Eloquence or Craftsmanship**
- Talent: **Adaptable**

Subsoil

- +1 SMI
- -1 STYL
- Cultural Skill: **Survival or Magical Knowledge**
- Talent: **Elven Senses**

Dwarf

- +1 UTH
- -1 SMI
- Cultural Skill: **Craft or Resistance**
- Talent: **Stone Skin**

Half-length man

- +1 KAR

- **-1 STYL**
- Cultural Skill: **Hide or Sneak**
- Talent: **Lucky**

Goblin/Orc

- exists as a playable genus in the rules
- Their most clearly readable rule here is the age effect: they are already counted as **“Old”** and get **+2 skill points, -1 STY, -1 SMI** .

Age table:

Age category	Age (human)	Experience	Physical price
Young	Up to 25 years	±0 points	No deductions
Middle-aged	26–50 years old	+1 free skill point	-1 on STY or SMI
Old	51+ years	+2 free skill points	-1 on STY and -1 on SMI

Race/genus	Middle-aged	Old	Comment
Person	Follows the basic table	Follows the basic table	Age affects both muscles and joints
Half-length man	Follows the basic table	Follows the basic table	Same as human
Dwarf	No deduction	-1 SMI ,	“Tough as a mountain”
Subsoil	No deduction	-1 ST ,	“Timeless Grace”
Goblin / Orc	Already considered Old	—	Gains +2 free skill points , -1 STY , -1 SMI

Choose a profession

The basic rules include professions such as:

- **Warrior**
- **Magician**
- **Scout**
- **Thief**
- **Priest**
- **Craftsman**

- Adventurer
- Troubadour

Professions and skills

Profession	Home Skills	Good skills to buy
Warrior	Melee (One-Handed) +1, Melee (Two-Handed) +1, Protection +1, Resistance +1, and Reflex +1 or Ranged Weapon +1	Shield Handling, Weapon Parry, Mental Strength, Tactical Maneuver, Unarmed Combat, Escape Tactics
Magician	Magical attack +1, Magical knowledge +1, Intuition +1, Writing & Reading +1	Mental Strength, History & Culture, Alchemy, Ritual Knowledge if you use it extensively in game, Eloquence, Hide or Reflex for survival
Scout	Stealth +1, Survival +1, Navigation +1, Ranged Weapons +1, Intuition +1	Hide, Reflex, Acrobatics, Trap Handling, Escape Tactics, Melee (One-handed), Tactical Maneuver
Thief	Locksmithing +1, Trap Handling +1, Acting +1, Sneak +1, Hide +1	Reflex, Acrobatics, Escape Tactics, Eloquence, Trade, Melee (One-handed), Unarmed Combat, Intuition
Priest	Liturgy (Holy) +1, Eloquence +1, History & Culture +1, Mental Strength +1	Intuition, Resistance, Writing & Reading, Magical Knowledge, Trade or Acting depending on role, Protection of Ally for a more protective cleric
Craftsman	Craft +2, Alchemy or Magical Knowledge +1, Eloquence or Trade +1	Writing & Reading, History & Culture, Intuition, Resistance, Eloquence/Trade depending on what you didn't choose, Hide or Reflex if you want to survive dangerous expeditions
Adventurer	Four optional skills at +1, at least one from defense/evasion	Buy what's missing from your role. Common choices: Resistance, Reflex, Intuition, Melee (One-handed), Ranged Weapon, Stealth, Eloquence, History & Culture
Troubadour	Music & Art +1, Eloquence +1, History & Culture +1, Intuition +1, and Sneak or Melee (one-handed) +1	Acting, Trade, Hide, Mental Strength, Writing & Reading, Sneak or Melee depending on what you didn't choose from the start

All the skills you can buy

This is the clear skill list that can be used when spending free skill points or later raising with KPG. **No skill may be higher than 3 at start .**

Defense

- Shield management

- Weapon parrying
- Resistance
- Mental strength
- Protection of ally

Attack

- Melee (One-handed)
- Melee (Two-handed)
- Ranged weapons
- Unarmed combat
- Magic attack
- Tactical maneuver

Subterfuge

- Acrobatics
- Reflex
- Sneak
- Hide
- Escape tactics

Knowledge & social

In the material that emerged clearly from the book and the professions, we see the following skills in this group:

- Crafts
- Alchemy

- Magical knowledge
- Eloquence
- Trade
- Intuition
- History & culture
- Writing & Reading
- Lock cultivation
- Trap management
- Acting
- Navigation
- Survival
- Music & art
- Liturgy (Holy)

Add equipment and personality

Determine:

- arms
- armor or clothing
- tool
- a few personal details

Example:

- a worn rune hammer
- a cloak from Rivles

- a dagger from the alleys of Eldergate

Write a short background

Keep it to 3 sentences:

1. Where are you from?
2. What happened to you?
3. What do you want now?

Example:

I am Theren, an elf from Rivles. I left the forest after a strange shadow began to move on the border. Now I seek the truth behind what has awakened.

Genus	Selectable talent/starting trait
Person	Adaptable – you gain +1 rank in any skill in addition to your cultural skill.
Elf (Rivles)	Elven Senses – you see in low light and get +2 to Intuition in forest environments .
Dwarf	Stoneskin – you naturally have 1 point of armor reduction even without armor.
Half-length man	Lucky – once per game session you get to re-roll a die that shows 1 .

Origin and life path

What were you doing before the adventure called? Choose a background (e.g. *Street Child*, *Nobleman*, *Hermit*).

- **Skill:** +1 rank in a skill of your choice that reflects your background.
- **Signature Item:** This is an item you carry around that doesn't provide any direct combat bonuses, but it does carry your story. It serves as a great conversation starter and role-playing hook for building your character's backstory.

1T20 – Signature item

Hit 1T20 at character creation to see what you are wearing:

Kin d	Subject	History / Hook
1	Broken compass	It never points north, but towards something (or someone) you have lost.
2	Half coin	The other half has your brother/sister. You promised to meet again.

3	Blackened key	To a house that burned down, or a coffin you haven't found yet.
4	Illegible letter	A letter from a loved one, ruined by water or blood. You know the text by heart.
5	Old pipe	It belonged to your mentor. You smoke it when you need to think.
6	Playing cards	An "Ace" from a game where you won (or lost) everything.
7	Bone pipe	A simple instrument carved from the bone of a beast you killed.
8	Small stone	A simple gray stone from your homeland, reminding you of what you are fighting for.
9	Signet ring	Stolen or inherited, it bears the coat of arms of an extinct family.
10	Dried flower	Pressed into a book. It only grows on a grave you've visited.
11	Strange dice	A dice with unknown symbols instead of numbers.
12	Leather strap	A simple bracelet braided by someone waiting for you.
13	Shard of glass	A piece of stained glass from a temple window that was shattered in the war.
14	Metal puzzle	A little mechanical toy you never managed to solve.
15	Fountain pen	An eagle pen that never seems to need sharpening, but the ink always runs out.
16	Small doll	A broken toy you found in the ruins. Reminds you to protect the weak.
17	Crystal shard	It glows faintly when there is thunder or when magic is nearby (but has no game effect).
18	Thick book	A diary with blank pages, or a law book from a kingdom that no longer exists.
19	Trophy	A tooth, claw or ear from your first enemy.
20	Mysterious map	A map of a dungeon or island that no one has heard of.

Skills

In addition to the skills you've gained from Profession, you have **9 free rank points** to hand out.

- **Cost:** 1 point = +1 rank.
- **Starting limit:** No skill may be higher than rank 3 at start.
- **Breadth or sharpness?** Do you want to be okay at a lot (many skills at level 1) or an expert at a little (a few at level 3)?

7. Talent (general)

Choose 1 general talent (in addition to your ancestry and professional skills).

This is a "feat" or characteristic that makes you unique. It could be a combat technique, a magic trick, or a social advantage.

- *See the list of talents/signature abilities in Appendix A.*

8. Restrictions (optional)

Do you want to give your character a clear handicap or weakness? (e.g. *One-Eyed*, *Wanted*, *Phobia*).

- Select 0–2 restrictions.
- **Reward:** For each restriction, you get either **+1 free skill rank** or **+3 KPG** to save for future advancement.

9. Derived values

Calculate your combat values

Now you calculate your combat values based on your attributes (see the quick box on the form):

Vitality Points (VP)

VP (Vitality Points): $10 + (\text{UTH} \times 2) + \text{STY}$

Body Points (KP)

KP (Body Points): $3 + \text{UTH}$

Focus Points (FP)

FP (Focus Points): $\text{INT} + \text{WIL} + \text{Magical Knowledge (Rank)}$ (At least 1)

Priests, on the other hand, use: $\text{WIL} + \text{KAR} + \text{Liturgy}$

Initiative bonus

Initiative bonus: SMI

Board/Load (Slots)

Board/Load (Slots): $\text{STY} + \text{UTH} + 4$

10. Relationships and details

Bring the character to life.

- **Draw:** Write down relationships to 2–3 other characters (e.g., *"Brynn saved my life, I'm in debt"*).
- **Name and appearance:** What is your name and what do others see first?
- **Equipment:** Write down what you got from your profession + your signature item.

Universal style – everything works

When you want to do something risky in the game, you do the following:

$1\text{T}20 + \text{Skill Rank} + \text{Attribute}$

Compare the sum with a difficulty value (SV).

- Equal to or above SV = **Successful** .
- Every +5 above SV gives **Effect Margin (EM)** (extra damage, information or tempo).

Important terminology:

- **FP (Focus Points):** Fuel for magic and special abilities.
- **KPG (Campaign Points):** Experience points with which you purchase improvements.

Chapter 2

Attributes and derived values

Attributes describe your basic physique, mind, and social presence. Derived values are dropped from these and are often used in battles and resource challenges.

2.1 Attributes – scale and meaning

Scale 0–5 (human peak ≈ 5). Lower than 0 does not occur at start.

Levels: 0 Untrained • 1 Ordinary • 2 Trained • 3 Skilled (max at start before lineage bonus) • 4 Masterful • 5 Outstanding.

Attributes (brief meaning and examples):

STY – Strength: brute strength, heavy lifting, holding back. Affects VP, Burden, melee damage (fictional).

SMI – Agility: coordination, speed, fine motor skills. Affects initiative bonus, mobility, shooting, parries, sneaking, hiding, acrobatics.

UTH – Endurance: health, pain resistance, fitness, cold/hunger. Gives more VP and resistance to poison/exhaustion.

INT – Intelligence: analysis, memory, patterns, language. Foundation for magic, magical attack (learned), trap/troubleshooting, navigation.

VIL – Will: focus, courage, faith, psychic strength. Drives FP (Magic/Holy), mental strength, countermagic, endure fear.

KAR – Charisma: presence, charm, authority, empathy. Affects eloquence, acting, animal skill, and holy power.

Tip: If you are unsure – choose the attribute that best reflects the method the player describes.

2.2 Points distribution and starting values

At creation, all attributes start at **0**. You then distribute **10 points** freely across the six attributes.

- **Base type:** An attribute can be at least 0 and at most 3 before lineage bonus (race).

- **Specialization:** You have the option to raise one (1) attribute of your choice to **4** before the lineage bonus, provided you lower another attribute to at least 0.
- **Final Cap:** With the lineage bonus's defiant modifier (+1), a character cannot start with a higher than **4** in a single attribute. No value can exceed 4 at character creation.
- **Development:** See section 7 (Seasonal Module) for how attributes can be increased during the course of the campaign.

2.3 Attributes in skill type (primary/alternative)

Each skill has a **primary attribute** and sometimes an **alternate attribute** (see list in 3.3).

Example: Sneak normally uses **SMI**, but in a planned night setup, **INT** applied if the player describes the route plan and method.

2.4 Derived values – formulas and use

- **VP (Vitality Points):** $10 + (\text{UTH} \times 2) + \text{STY}$
External buffer against damage, recovers quickly (see chapter 3.6.8).
- **FP (Focus Points, Magic/Holy):** $\text{INT} + \text{WILL} + \text{Magic (rank)}$, **min 1**
Resource for spells/rituals. *Held effects* bind 1 FP until released.
Holy variant: If Miracle is used, priests gain **FP(Holy) = WILL + KAR + Liturgy**; use this instead when using holy power.
- **initiative bonus:** **SMI** – added to 1T20 at the beginning of each round (see chapter 3.5).
- **Card (load capacity, load):** $\text{STY} + \text{UTH} + 4$ – number of heavy places you can carry without penalty (see chapter 5 Equipment).

2.5 Guidelines and rules of thumb

- **VP range (RP):** Unaccustomed **12–14**, Trained **15–18**, Robust **19–22**, Hardened **23+**.
- **FP pool:** Low **1–3** (apprentice), Medium **4–6** (field mage/priest), High **7+** (circuit scholar/visionary).
- **Init:** **SMI 0–5** provides clear steps in sequential order.
- **Birth:** **8–12** places is normal; overloading results in a minus according to §6.3/optional threshold module.

2.6 Influence in games

- **Cold/hunger/exhaustion:** SL can call **UTH hits** ; misses give fatigue levels (-1 / level of physical actions) until rest/provisions.
- **Fear/Control:** **WILL** rolls against fear, charm, dominance.
- **Authority/Stage Performance:** High **KAR** can lower social SV by -1/-2 when the fiction supports it.
- **Physical elements:** **STY** can lower SV to force obstacles; **SMI** can increase your movement precision.

2.7 Example – calculation of derived values

RP: Brynn (STY 3, SMI 2, UTH 2, INT 1, VIL 1, KAR 1), **Magic Knowledge 1**

- **VP:** $10 + (2 \times 2) + 3 = 17$
- **FP (Magic):** $\text{INT } 1 + \text{WILL } 1 + \text{Magical Knowledge } 1 = 3$ (min 1 already achieved)
- **initiative bonus:** SMI 2
- **Birth:** $\text{STY } 3 + \text{UTH } 2 + 4 = 9$

2.8 Quick guide per archetype (recommended focus areas)

- **Warrior:** **STY/SMI** first, then **UTH** . Shield wall? Prioritize STY over border/armor.
- **Scouts:** **SMI/INT** , then **VIL** for resistance.
- **Thief:** **SMI** high; **INT/KAR** by style (mechanics/bait).
- **Wizard:** **INT/VIL** ; don't forget **magical knowledge** for FP.
- **Priest:** **VIL/KAR** (for FP(Holy)), then **INT** .
- **Craftsman:** **INT** , with **STY/SMI** depending on the compartment.
- **Adventurer:** spread 2–3; keep **SMI** ≥ 2 for initiative.

- **Troubadour:** KAR in focus (Magical music & social), then INT or VIL for FP; SMI secondary for initiative and mobility.

2.9 Limitations, rounding and modifications

- **Minimum FP value:** If the calculation results in 0 FP, the character still always receives at least 1 FP.
- **Temporary bonuses and deductions:** Derived values should be updated immediately when temporary changes affect an attribute. Example: a disease that gives -1 UTH may result in lower VP and Table.
- **Rounding:** All partial results are rounded down, unless otherwise stated.
- **Items and Blessings:** Items, blessings, or similar effects can modify the calculation, such as +1 Strength or +1 Initiative. Always indicate the source next to the affected box.

Please note: When an attribute is increased through advancement, VP, Table, FP and initiative bonus are immediately recalculated.

What the quick window is

A small box on the character sheet where you, based on six basic characteristics (STY/SMI/UTH/INT/VIL/KAR) and your rank in **Magical Knowledge**, quickly calculate the four to five most important game values: **VP**, **FP**, **Initiative Bonus**, **Bord/Load** – and **Holy FP** if your character uses Miracles.

Step by step

1. Fill in the basic properties

- STY __, SMI __, UTH __, INT __, VIL __, KAR __
- Also write down your **magical skills (rank)** if you have any (0 if you have none).

2. Calculate calculated values

- **VP (Vitality Points):** $10 + (UTH \times 2) + STY \rightarrow \underline{\hspace{1cm}}$
Think: Endurance counts twice, strength adds a little extra.
- **FP (Focus Points, Magic):** $INT + WISH + \text{Magical Knowledge} \rightarrow \underline{\hspace{1cm}}$
Minimum 1 – even if the formula would give 0, write 1.
Used for magic/rituals; 1 FP is tied if you "hold" an ongoing effect.
- **KP (Body Points):** $3 + UTH \rightarrow \underline{\hspace{1cm}}$ *Think: Your resistance to actual, physical wounds.*

- **initiative bonus:** SMI → __

Added to your dice roll when combat begins.

- **Card (number of places):** STY + UTH + 4 → __

As many heavy item slots as you carry without penalty.

- **Holy FP (about miracles):** WILL + KAR + Liturgy → __

Priests/miracle users use this instead of the FP formula above when channeling holy power.

3. Enter the values in the box.

- Keep them visible to everyone; they change from time to time (see below).

Quick calculation example

Assume: STY 3, SMI 2, UTH 2, INT 1, VIL 1, KAR 1, Magical Knowledge 1

- $VP = 10 + (2 \times 2) + 3 = 17$
- $FP \text{ (Magic)} = 1 + 1 + 1 = 3 (\geq 1, \text{ so okay})$
- Initiative bonus = 2
- Board = $3 + 2 + 4 = 9$
- Holy FP (if priest) = $1 + 1 = 2$

Frequently asked questions and pitfalls

- **"Forgotten Magical Knowledge"** – FP often becomes too low if you miss adding your rank.
- **"I play a priest – what FP?"** – For miracle/holy power: use **Holy FP = VIL + KAR** . (If you also have study magic, use the respective FP depending on what you are doing.)
- **"Do I have to recalculate?"** – Yes: if **STY / SMI / UTH / INT / VIL / KAR** changes (level increase, illness, blessing) , **VP, FP/Holy FP, Init and Börd must** be recalculated immediately.
- **Rounding and minimum:** All partial results **are rounded down** unless otherwise stated.
FP can never be 0 – write 1 as a minimum.

Mini Checklist (30 sec)

- STY __ SMI __ UTH __ INT __ VIL __ KAR __
- Magical knowledge (rank) __
- VP __ FP __ (Holy FP __ about priest)
- KP __ (UTH + 3)
- Initiative bonus __
- Board __

Chapter 3 – Skill System

This chapter provides a clear framework for how skills are used, how difficulty values (DV) are chosen, what effect margin (EM) means in practice, and exactly how battles are played at the table.

Foundation pillar

- **EM (Effect Margin):** For every +5 over SV you get an extra EM step. This can be exchanged for **extra advantage/tempo/info. or +1 damage level** . **Explain before the battle** how you intend to use EM.
- **Reactions:** You have **1 reaction/turn** (e.g. parry, break line of sight, counter magic, protect ally).

3.1 SV Modes (select for the campaign)

Choose **a** mode as a baseline for the entire campaign; enter **±2–4** as plus/minus for specific circumstances.

- **Heroic:** 10 / 13 / 16 / 20+
- **Grinded:** 12 / 15 / 20 / 25+

Tip: Use location as *a starting point* . Adjust up for urgency, poor tools, and darkness; adjust down for good location, time, and the right tools.

3.2 Starting distribution (models)

- **Standard:** 9 free rank points ; your **profession** grants +1 in 3–4 core skills .
- **Compact start:** Family + Origin + Archetype $\approx$ 6–7 degrees ; plus +6 free (max +2 in the same skill during this step).
- **Ceiling:** No skill above 3 at start.

3.3 List of skills (category • example)

Defense – Shielding • Weapon Parry • Resistance • Mental Strength • Protection of Ally

Attack – Melee (One-handed/Two-handed Weapons) • Ranged Weapons • Unarmed Combat • Magic Attack • Tactical Maneuver

Evasion – Acrobatics • Reflex • Sneak • Hide • Escape Tactics

Knowledge/Social – Healing • Survival • Navigation • Locksmithing • Trap-breaking • Intuition • Eloquence • Acting • History and Culture • Magical Knowledge • Alchemy Knowledge • Writing and Reading • Riding • Animal Knowledge • Crafts • Music and Art • **Liturgy (Sacred)** • *Gamemaster's Interpretation*

World Dependency skill: Use sparingly and meaningfully (location, object, ritual).

Primary/Alternative Attribute: See chapter 3.3 in the skills chapter – always choose the attribute that best matches *the method* the player describes.

Framework for creating World Dependent Skill

Step 1: Concept and Delimitation (Is there a need?) Before creating the skill, the game master must confirm that the action is not already covered by an existing skill within the categories Defense, Attack, Evasion or Knowledge & Social.

- **Rule:** A new skill is defined as a *World Dependent skill* and should be used sparingly. It must be thematically tied to a specific location, object, or ritual in your fiction.
- **Example:** Instead of creating "Blacksmithing", the basic *Crafting skill* is used . However, if the campaign requires a deep dive into *Shadowwriting* to handle ancient seals in the Eldergate, that is a valid new skill.

Step 2: Attribute Linking (How is it done?) Every skill in RedelfWorld must have a natural link to a primary attribute, and possibly an alternate attribute. The gamemaster should always apply the attribute that best matches the method the player describes in their action.

- **Rule:** Tie the skill to one of the six basic characteristics (STY, SMI, UTH, INT, VIL, KAR).

- *Example:* If you created the *Fog Navigation skill* to traverse the Monglitter Archipelago, it is primarily linked to **INT** to read the currents, but can be switched to **SMI** if the player instead focuses on quickly and physically maneuvering the boat's rudder.

Step 3: Ranking and KPG Economy (What does it cost?) The new skill follows exactly the same mathematical laws as the rest of the game. It always starts at Rank 0 (Untrained) and has a cap of Rank 5 (Master).

- **Rule:** No player may have more than Rank 3 in the skill at character creation. It costs standardized Campaign Points (KP) to raise it:
 - 0 → 1: 5 KPG
 - 1 → 2: 10 KPG
 - 2 → 3: 15 KPG
 - 3 → 4: 20 KPG
 - 4 → 5: 25 KPG.

Step 4: Implementation at Character Creation (Build a Profession Pack) If a player wants the new skill from the start, the "Custom Profession - Build a Pack" module is used. The player then chooses a specific skill profile to start from.

- **Profile Width:** The player chooses 3 skills (including the new one) and gets +1 in all of them.
- **Profile Expertise:** The player chooses the new skill as their absolute expertise and gains it at +2, as well as two additional skills at +1.
- **The Balance Rule (The Price of Strength):** If *Profile Spear* is chosen (to start with +2 in the homemade skill), the player must take 1 Limitation from the start as a penalty. The player does not receive the normal bonus points for this limitation - it is the price for starting the game so extremely specialized.

Step 5: Determine Difficulty Value (DV) at the table Once the skill is used, the dice are rolled just as usual: **1D20 + Skill Rank + Attribute** .

- **Rule:** The gamemaster determines the SV based on the campaign's chosen base mode. If the campaign is *Heroic*, the scale is (10/13/16/20+). If it is *Honed/Hardened*, the scale is (12/15/20/25+).
- **Regional Impact:** The GM can then modify that stroke by ± 2 to 4 depending on the region the character is in, for example if they are forced to use their *Mist Navigation* outside Baccolath's difficult-to-navigate Shadow Pass. Effect Margin (EM) is applied as usual for every +5 above the set difficulty value.

Manufacturing and Crafts

To forge a sword, craft a suit of armor, or build a mechanical trap, three things are required: **Raw Materials (Silver/Cost)** , **Time (Shift)** , and the right **Tools** .

Basic: 1T20 + Craft (Rank) + Attributes (STY for heavy blacksmithing, SMI for fine motor/leather, INT for mechanics/bows).

1. Difficulty, Time and Cost

When a character wants to build something, the Gamemaster (GM) determines which category the

item belongs to. The raw material normally costs **50% of the item's market price** (in Silver, S).

Category	Example of objects	Raw material	Time (Shift)	EN (Default)
Simple	Dagger, arrows, torches, rope, wooden shield	50% of the price	1 shift	EN 12–14
Means	Sword, axe, crossbow, light armor	50% of the price	2–3 shifts	EN 15–17
Advanced	Heavy armor, complicated mechanics	50% of the price	4–6 shifts	EN 18–20+

One shift corresponds to 4–8 hours of focused work. Working in the field without a proper workshop or forge gives +5 SV .

2. Results and Effect Margin (EM)

Once the time has elapsed, the player rolls the dice.

- **Successful ($\geq$ SV):** The item is completed and functions perfectly according to the equipment list.
- **EM +5 (Well Done):** The craftsman's skill shines through. Choose one of the following bonuses:
 - *Efficient work:* Halve manufacturing time (minimum 1 shift) or raw material cost 25% less than expected.
 - *Reliable:* The item gains the *Durable trait* . The first time the wearer fumbles (rolls a natural 1) with the item in combat, it does not break or get dropped, but rather withstands the strain (the trait is then consumed).
- **Failed ($<$ SV):** Time has passed, but the job was not completed. You must spend 1 more shift to try again. The raw material remains.

3. Field Maintenance and Repair (Integration of Basic Rules)

Repairing existing equipment after heavy combat (to avoid armor losing Armor Reduction, RR) takes 1 shift during a long rest and requires a **Crafting strike against SV 10**. If unsuccessful, the armor's RR is reduced by -1 on the next hit it takes.

4. Misfortune at Handicraft (Fummel / Natural 1st)

If the player rolls a natural 1 on the Craft roll, the work is destroyed. Time is lost, and the SL rolls **1T20 on the Crafting Misfortune Table** :

1–6: Serious accidents (Physical and environmental risk)

- **(1) Backlash in the ace:** Fire, splinters, or cracked metal. The craftsman takes 1D6 CP damage and must make a Resistance roll to avoid bleeding.
- **(2) Damaged Tools:** Your crafting tools take damage and become unusable until repaired (costs 10 S).
- **(4) Fire Hazard:** The forge or workplace catches fire. Requires quick reactions (Strike vs. SV 13) to avoid burning down the building or incurring the wrath of the city guard/guild.
- **(6) Hidden Crack:** The item appears finished. The SL secretly notes this. The first time it is used in combat, it breaks in half and becomes unusable.

7–12: Material destruction

- **(7) Contaminated material:** The raw material is completely destroyed. You have to buy new ones at full cost.
- **(9) Premature failure:** Half of the raw material is destroyed.
- **(12) Error measurement:** The object must be melted down or taken apart. Time is lost, but 80% of the material can be saved.

13–17: Defects (The item is usable but defective)

- **(13) Unbalanced:** The weapon or tool is clumsy. Gives -1 to Initiative (if it is a weapon) or weighs +1 to Weight, until rebuilt.
- **(15) Sensitive:** The armor/weapon lacks hardening. If the wearer fumbles with it, the item is guaranteed to break.
- **(17) Cosmetic Failure:** The item is ugly, asymmetrical, or discolored. It cannot be sold, and gives a -1 to social hits (KAR) if the wearer tries to show it off or look respectable.

18–20: Unexpected Outcomes

- **(18) Successful Rescue:** Through pure spinal reflex, the craftsman rescues the item. It is completed, but the craftsman suffers *Exhaustion* (-1 to physical attacks until the next long rest).
- **(19) Unique quirks:** The item works perfectly but has a bizarre property (e.g. the sword "sings" loudly when drawn, or the armor constantly smells of sulfur).
- **(20) False Mastery:** The item is completed and looks amazing. It gives +1 to FRP (Reputation Impact) in a scene where it is displayed, but underneath the surface the material is brittle and loses its luster after 7 days.

Quick Example in Games

The warrior wants to forge his own short sword (1D6 damage, Market Price 15 S, Category: Medium).

- **Materials:** The warrior buys metal for 7 S and 5 copper (50% of the price).
- **Time:** SL estimates that it will take 2 shifts at the anvil.
- **Battle:** The warrior has Craft 1 and STY 3. SL sets SV to 15. The warrior rolls 1D20 + 4.
- **Result:** The warrior rolls a 17. It succeeds by a margin! The sword is finished and ready to be used in the next adventure. Had she rolled a 20 (Total 24, i.e. EM +5) she would have been able to choose that the sword was *Durable* (saving her in case of a future fumble).

3.4 How complementary skills work

When your character faces a challenge where two or more of your skills could logically contribute to a successful outcome, you can potentially receive a bonus. The rule rewards characters who have a broad set of skills and experiences, while encouraging creative and credible solutions.

1. Identify the main skill

Choose the skill that is most directly relevant to the task at hand. This is the skill that is used in the actual battle.

Kind:

1T20 + Main Skill Rank + Attribute

2. Identify a complementary skill

Then look for another skill that is also clearly relevant to the situation, but is not the primary one. The supplementary skill should logically reinforce or support the main skill, thereby increasing the chance of success.

Example

Find a maple door

You are trying to find a secret door in an old ruin.

Main skill

- **Intuition** – to detect subtle deviations in the wall.
- **Survival** – to detect physical traces and wear on the floor in front of the wall.

Complementary skill

- **Crafts (Stone/Masonry)** – to understand how stone walls are built and where hidden joints or weak points are likely to be.

Convince a suspicious guard

You try to convince a suspicious harbor guard to let you pass.

Main skill

- **Eloquence** – to carry the conversation and present convincing arguments.

Complementary skills

- **Intuition** – to read the guard's body language, determine what he is receptive to and adapt the argument.
- **Acting** – to reinforce a false identity through believable body language, dialect and demeanor.

3. Calculate the bonus

If the gamemaster approves how the supplementary skill is used, you will receive a bonus to the skill roll based on the rank of the supplementary skill.

As an explicit exception to the general rule in §2.9 regarding rounding down, the following bonus

ladder is used:

Rank Bonus

1–2	+1
3–4	+2
5	+3

Important limitations

To maintain game balance, the following applies:

Maximum one bonus

Only one complementary skill can provide a bonus on the same move. If multiple skills could be relevant, the player and the gamemaster together decide which one is most suitable.

The game master has the final say.

The game master always decides whether a skill is relevant enough to be considered complementary. The skill must provide a logical and believable advantage in the current situation.

Mainly outside of combat

This rule is primarily intended for skill attacks outside of combat. It is not automatically used for pure combat attacks.

However, in special situations, for example, **Tactical Maneuver** can be used to assess an enemy formation or **Healing** to identify an anatomical weakness. Such exceptions always require the explicit approval of the gamemaster.

3.5 Tools, time and master advantages (selection)

- **Medicine:** In combat **SV 10** (reaction if adjacent); outside combat **SV 5**. Medicine bag +2 . At **EM +5** → **1D4 VP** after the battle site.
- **Survival (tracking):** **15/10/2020** (light/rain/rock). **Rank 3:** –1 resource/shift.
- **Locksmithing:** Requires **locksmith** ; without tools +5 **SV** . **Rank 3:** no traces (-2 to detect the intrusion).
- **Eloquence:** Benevolent **10** , Neutral **15** , Hostile **20+** . **EM +5** → permanent displacement or subdued crowd.

3.6 Combat system – rounds, initiatives and actions

This section describes the combat round, what actions are available, and how they are played.

3.6.1 Overview – round by round

1. **Set the scene (SL):** positions, distances, obstacles/light/level differences.
2. **Initiative each round:** all rolls **1T20 + SMI** (other bonuses may apply). Highest first. Tie → highest **SMI** wins; tie again → **simultaneous** .
3. **Your turn:** 1 **main action** , **movement** (up to SMI steps/squares) and 1 **reaction** (when triggered).
4. **Repeat** until everyone has acted; the round ends → new round with **new initiative** .

Timing: If the fiction requires something *before* the roll (e.g. jumping off a wall), treat it as **movement** + **test** before the attack.

3.6.2 Documents

Main document (select 1):

- **Attack** (Melee/Range/Magic Attack)
- **Tactical maneuver** (flick, push, disarm, push back, defeat grip) – roll relevant skill; on hit, choose **effect instead of damage**
- **Ritual/short spell** (FP according to magic rules)
- **Interact** (gates, levers, ropes, oil) – often **SV 10–15**
- **Support** (give ally +1 on next action via preparation/correction)
- **Stay prepared** (see below)

Movement: Up to **SMI** steps/squares or reasonable distance on the theater map. You can **divide** the movement before/after the main action.

Reaction (1/rev):

- **Weapon parry (SMI)** against melee attack
- **Protection (STY/SMI)** against hit/beam – shield deals **–1 damage** against **1 hit/round**
- **Break visibility (sneak/hide)** if you can throw yourself behind cover
- **Countermagic (magical knowledge/mental strength)** against ongoing casting
- **Protection of ally (STY/WILL)** – meet/deflect threats to neighboring friend

Be prepared: Describe **the trigger** ("When the guard comes in") and **the action** ("I shoot"). When it happens, use **your reaction** to perform the action then.

House rule: Leap march

By pushing your body to the limit, you can cover greater distances, but you do so at the expense of your defense and your ability to act.

- **Requirements:** You sacrifice your Main Action during the combat round.
- **Effect:** You immediately gain extra movement up to your current Agility (SMI) value. A character with SMI 2 can therefore move a total of 4 steps during the round.

Restrictions (To maintain game balance)

To prevent this rule from rendering the game's tactical zones unusable, three strict restrictions apply:

- 1. Zone Lock (Warrior's Protection)** If during your Leap March you step into a hostile zone (the square directly adjacent to an opponent), your movement immediately ends. You are forced to stop to deal with the threat. This ensures that it is still possible to block off corridors and bind enemies. This means you cannot use a Leap March to just run straight past the front line to reach the mage in the rear.
- 2. Sacrificed Defense (No Reaction)** Because you are lunging forward headlong with no regard for your own safety, the Leap March requires total focus. When you choose this action, you lose your ability to use your Reaction for the same round. This means that if an enemy shoots at you while you are running, or attacks you while you are standing still, you cannot use Weapon Parry, Shield, or attempt to Break Line of Sight.
- 3. Dangerous Retreat** If you are already in a hostile zone when your turn begins and want to use Leap March to escape, the usual rules apply: You must first succeed with an Acrobatics roll (DC 13–16). If you fail, the enemy immediately gets a free tactical maneuver against you (e.g., pushing you down or grabbing you), and your Leap March is canceled entirely.

3.6.3 Position, zones and obstacles

- **Hostile zone:** a square around the enemy. Leaving it unprotected requires **Acrobatics (SMI) SV 13–16** . Miss → The enemy gets a **free tactical maneuver** (e.g., push back).
- **Reporting:** **Half –2** to hit you; **Good –4** . **Breaking the aim** can stop magic that requires aiming.
- **Height difference:** **+1** advantage on ranged weapons; **–1 disadvantage** on melee.

- **Terrain:** Difficult terrain costs **2 steps** /square; slippery/unstable terrain requires **acrobatics** for quick passage.

3.6.4 Attack – step by step

1. **Choose target and declare** (incl. if you are aiming for **damage** or **Effect Margin** at +5).

2. **Determine EN:**

- **Melee** against **passive SV** (campaign mode) or the opponent's defense if they parry/duck.
- **Distance** to SV based on **coverage/distance** (start at campaign mode **Normal** , adjust $\pm 2-4$).

3. **Roll:** **1T20 + relevant skill + attribute (+mod)** .

4. **Decide the match:** $\geq \text{SV}$ = hit. Every +5 over SV gives **EM step** .

5. **Effect:**

- **Damage:** roll dice for weapon/magical damage; **subtract armor/shield** ; remainder against **VP** , excess against **KP** .
- **EM use** (for declared): **+1 damage level or advantage/info/tempo** (e.g. press one step, open line, silence alarms).

6. **Consequences:** Takes **CP** damage → target rolls **Resistance (UTH)** to avoid a secondary effect (bleeding, dizziness, loss of grip).

Example (Melee): Brynn rolls **Melee (One-Handed) 3 + STY 3** against a guard in **half cover (SV 13 → 15)** . She rolls **16** → hits with **EM +1** . She had declared **extra damage** , rolls **1D8=6** , **armor -1** → **5 VP** to the guard.

3.6.5 Tactical maneuvers (regular)

- **Press/Pinch:** Countered by **STY/SMI** ; on hit, move target **1 step** and give **-1** on next action.
- **Disarm:** Resisted by **weapon parry/ strike maneuver** ; on hit, the target drops the weapon in **an adjacent square** .
- **Knock Down/Knock Down:** Resistive with **acrobatics/resistance** ; when hit in **prone position** (getting up costs $\frac{1}{2}$ **movement**).
- **Grip:** Resisted by **unarmed / STR** ; on hit, you hold the target (**-2** to their movement/attacks until they break free).

- **Push back:** Move the target **1–2 steps** towards the obstacle/line to create space.

3.6.6 Common conditions

- **Prone (Down):** -2 to range, melee attackers get +1; ascent: ½ **movement** .
- **Blinded:** -2 on attack; **Intuition** can be removed if the source disappears.
- **Shaken:** -1 on all strikes this round; **Mental strength** to shake off.
- **Stuck/Trapped:** can only break free (**Resistance/Acrobatics**) or attack with a minus sign.

3.6.7 Group and mooks

- **Mook group (3–5 weak):** act on **a** common turn; hit **one** attack for the group. Each **EM step** increases the number of hits (max group size). Every **5 damage** reduces the group by **1 digit** .

3.6.8 Sample round

- **Initiative:** Brynn 18, Thief 15, Two Guards 12/9, Magician 8.
- **Brynn:** rolls 2, **Attack melee** against guard (**SV 13** → **15** due to half cover), rolls **16** → hits +1 EM, chooses **extra damage** .
- **Thief: Be prepared:** “Shoot when the door opens.”
- **Guard A (12):** charges forward → leaves the scout's zone; misses **acrobatics** → the scout gets **pushed back** and stops the passage.
- **Guard B (9):** shoots from cover (-2 for Brynn's cover) – misses.
- **Magician (8):** casts **short effect (1 FP)** , the thief's prepared shot goes off - hits, interrupting the guard who was about to raise the alarm.

3.7 Damage Management – VP, KP, Wounds and Recovery

Here's how to track damage from **hit** → **armor** → **VP** → **KP** , as well as how bleeding, stabilization, and rest work.

3.7.1 Damage flow (procedure)

1. **Determine damage:** Weapon/magic/trap indicates dice (e.g. **1D8**) + optional bonus.

2. **Armor and Shield:** Subtract **armor reduction** (see chapter 6.2). **The shield** can give **−1** against **1 hit/round** (reaction).
3. **Subtract from VP:** Remaining damage reduces **VP** .
4. **Excess:** If the damage exceeds the remaining VP, the deductible goes to **KP** .
5. **KP Hit:** When KP is affected, the target **resists (UTH) – SV 13 (Heroic) / 15 (Hardened)** .
 - **Succeed:** You remain standing; after the effect is mitigated.
 - **Fail:** You suffer a **consequence** (bleeding, dizziness, knockdown, lost grip) – see 3.6.4–3.6.5.

Wound Staircase (optional module): At 2+ **lost KP:** **−1** on physical attacks until healing/rest.

3.7.2 Types of damage (guidelines)

- **Blunt:** walking sticks, falls – can cause **dizziness** .
- **Cuts/slashes:** swords, spears – can cause **bleeding** .
- **Penetration:** crossbow, pike – **ignores 1** armor point.
- **Fire/oxygen/cold:** **ignore shield** ; **Reflex** can be halved (SV according to effect).
- **Mental/spiritual:** goes directly to **VP** ; at KP **mental strength is tested**.

3.7.3 Armor and Shield – Quick Table

- **Easy:** **−1** damage / 1 space.
- **Average:** **−2** damage / 2 locations.
- **Heavy:** **−3** damage / 3 slots.
- **Shield (reaction):** **−1** vs. 1 hit/turn (requires **free hand**).

Maintenance: After a **day of hard combat** : **Manufacturing of SV 10** for top condition; miss = **first hit the next day decreases by 1 less** (one-time effect).

3.7.4 Consequences of a KP hit (choose or roll 1D6)

1. **Bleeding (light):** lose **1 point** at the end of each round until stopped.
2. **Dizziness:** **−1** on next action; another hit in the same round may result in **prone** .
3. **Lying down:** lie down; getting up costs $\frac{1}{2}$ **movement** .

4. **Lost grip:** drop weapon/shield/item.
5. **Shock:** -2 on reactions this round.
6. **Scarring:** hit; social effect later (SL decides).

Hard Hits: With **EM +10** or a particularly dangerous weapon, SL can **raise the consequence one step** .

3.7.5 Bleeding and ongoing effects

- **Stop in battle (reaction, next to the target):**
 - **SV 10** → stop **light bleeding** .
 - **SV 15** → stop **moderate** bleeding (**2 VP/round**).
- **After the battle (scene rest):** **SV 5** is enough for all bleeding.
- **Improvisation:** strip of cloth, belt, ash powder can give +2 if described well.

3.7.6 Special sources – templates

- **CASE:** **1D6 per 2 m** (round up), max according to SL; **Acrobatics** can reduce -**1D6** with a good landing.
- **Fire:** **1D6 / round** in flames; **Roll/choke** as action → **Healing/Intuition SV 10** to dampen; **Reflex** can halve initial hit.
- **Married: Resistance (UTH)** against **SV 13/16/20** (weak/normal/strong). On miss: ongoing -1 on actions *or* **1D4 VP/round** for X rounds (SL).

3.7.7 Stabilization and first aid

- **Knocked out (0 KP):** You fall; continued damage could be fatal (SL assesses).
- **Stabilize: Healing** on the knocked out: **SV 10** in combat (reaction), **SV 5** outside. Succeed → you are stable but unconscious until the end of the scene.
- **Wake up:** requires fluids, rest, safe place – wakes up at **the end of the scene with 1 KP** (if the fiction allows).
- **EM +5 (Healing):** the target regains **1D4 VP** after the scene.

3.7.8 Rest and recovery

- **Short break (end of scene):** **VP** → **full** .

- **Long rest (night):** regain **1 KP** ; with **Healing SV 10** and the right dressing → **+1 KP** extra.
- **Care/safe place (downtime):** **1–3 KP/day** depending on resources/hygiene/doctor (SL).
- **Magical/holy healing:** according to magic/miracle; counts as **healing** for KP if the fiction supports it.

3.7.9 Mortality and optional "Deathstrokes"

- **Baseline:** In cases of gross violence (decapitation, crushing under a gate, the jaws of a beast) you die if the fiction demands it.
- **Optional module – Deathblow:** If you reach **–KP** (below 0) you make **1 deathblow/round** : **1T20 + Resistance (UTH) – SV 15** .
 - **Succeed:** You are **stable** (stop rolling).
 - **Fail:** mark **1 X**. At **3 X** you die.
 - **Natural 20:** wakes up with **1 hp** (still injured).
 - **fumble:** mark **2 Xs**.

3.7.10 Critical Points and Fumbles (optional)

- **Critical (nat 20):** upgrade **EM one step** or apply **extra consequences** (e.g. Lost Grip).
- **Fumble (nat 1):** cause a **complication** (bad position, misstep in hostile zone, dropped string).

3.7.11 Quick table – when something happens

- " I got a Critical Hit -hit " → **Resistance** ; miss: draw a **consequence** (3.6.4).
- " He's bleeding! " → **Healing of SV 10/15** (combat) or **SV 5** (after) to stop.
- " Fall from 7 m " → **4D6** damage (upward); **Acrobatics** can reduce **–1D6** .
- " Burning! " → **1D6 / round** ; **Roll/choke** : test **SV 10** ; **Reflex** can halve the initial damage.
- " Knocked out! " → **Stabilize SV 10** (combat) / **SV 5** (after); wakes up at **the end of the stage with 1 KP** if safe.

3.7.12 Example – from meeting to care

Situation: A pikeman hits Brynn (VP 3 left). Damage **1D10=7** , against **Medium** armor (-2) → 5 left.

1. **VP first:** 3 VP disappear; 2 go to **KP** .
2. **KP hit:** Brown rolls. **Resistance** to **SV 13** – miss. SL rolls. **Result: Bleeding (light)** .
3. **Round ends:** Brynn loses **1 VP** (bleeding).
4. **The thief (reaction): Medicine SV 10** is successful → the bleeding is stopped.
5. **After the scene: VP** → **full** ; the next night Brynn regains **1 KP** (+1 extra if she is taken into care).

Final advice

- **Always show SV openly** and what **EM** can be used for Before the battle.
- **Reactions save lives** – remind players to save theirs.
- **Fiction first:** let terrain, darkness, and altitude be felt in SV adjustments and maneuver choices.

3.7.13 Defense against magic (physical and mental)

Purpose: Clear division between physical and psychological countermeasures – same skill system as in other conflicts.

Physical Magical Defense (SMI- -base)

- **Shielding** against beams/projectiles (parrying/deflection).
- **Reflex** against area effects (AoE) and magic traps.
- **Sneak/Hide** to break line of sight (stops visibility-dependent effects).

Mental magical defense

- **Mental strength (WILL)** against charm, fear, dominance, control.
- **Intuition (VIL/INT)** versus illusion, false impressions, thought manipulation.
Fiction before formula: describe how you do before the battle.

Chapter 4

Professions and Archetypes (choose 1)

Archetypes are ready-made starter packs that define your role in the group and provide clear hooks for gameplay. They are unlocked: you can change your focus via skills/talents as the campaign progresses.

This gives each archetype

Each archetype provides: 4–5 core skills (+1), 1 special ability, starting equipment, 1 grappling hook, and often 1 signature ability (see Appendix A).

Catalog

Catalog: Warrior, Mage, Scout, Thief, Priest, Craftsman, Adventurer (generalist) and Troubadour.

4.0 How to use archetypes in creation

1. Choose an archetype based on the group's needs and your imagination.
2. Note the package (core skills +1, special abilities, starting equipment, roll hook).
3. Choose a talent that enhances your specialty or hides a weakness.
4. Use the Apprenticeship Profession Table (see section 4.1) to see your background quality and any additional effects.
5. Fine-tune with free rank points (see section 3.2) and relationships/ties.

4.1 Vocational Table – apprenticeship period (1T20 + mod.)

Here's how (3 steps)

1. **Hit** : Hit 1T20 .
2. **Apply changes** (“mod”):
 - +2 if you had a **mentor**
 - +1 if your **background fits the profession**
 - +1 if you had **the right tools**
 - –2 if you were **self-taught**
 - –1 if you changed **teachers**
3. **Read the result** on the scale below and create 1–2 **concrete hooks** (contact, debt, rival, promise).

Starting limit: No skill can be **above 3** at start. If anything goes above 3: raise a **nearby** skill instead.

What the results mean

From worst → best. Use the text as **a narrative effect** + small starting bonuses/costs.

- **Ruined** – apprenticeship went badly. A disgruntled master or bad reputation. **Hook:** Guilt or shame.
- **Deficient** – you know the basics, but have gaps. **Hook:** A rival who thinks you cheated your way through.
- **Approved** – stable level. **Hook:** A daily contact in the guild.
- **Well passed** – above average. **Hook:** A good word from a master. Sometimes gives small advantages in the guild environment.
- **With praise** – you excelled. **Hook:** An influential client/principal.
- **The eye of the master** – a master follows your path. **Hook:** Mentor *or* discerning sponsor; sometimes expectations.
- **Gold Journeyman's Certificate** – top-notch. **Hook:** Master Document, strong contact *or* signature item; can also give **a rival** who wants what you have.

Tip: Write down **at least one relationship ties** from the outcome (mentor, rival, debt, protector). It will be playable directly in the first adventure.

Mini Example

You want to become **a craftsman**. You had **a mentor (+2)** and **the right tools (+1)**, but changed **teachers (-1)**.

You roll **1D20 = 11** → **11 +2 +1 -1 = 13** total.

The SL places 13 on the scale (e.g. "**Passed with flying colors**"). You decide: *Master Jovar gave you a good reputation in the harbor districts, but rival Lirsa spreads sour gossip.* Both become hooks.

Quick Map for the table (insert in the margin rule)

- **Meet 1T20 + mod** (mentor, origin, tools, tutorials, teacher change).
- **Result = story + hook** (contact/debt/rival/promise).
- **Starting limit** : no skill > **3**. If this happens: raise **a nearby** skill instead.

(Optional) Fixed intervals – if you want to avoid interpreting every time

If you want a quick table, SL can use this **suggestion** (freely adapt to the tone of the campaign):

- **1–4** Destroyed
- **5–8** Deficient
- **9–12** Approved
- **13–15** Passed with honors
- **16–18** With praise
- **19–20** The Master's Eye
- **21+** Journeyman's Test in Gold

It's just a **tool** - the scale is meant to be flexible. Would you like me to make a small **A6 card** with the box above to print for the table?

4.2 Warriors – frontline and protection

The one who stands between the group and death.

The warrior is the anchor in battle. It's not just about dealing damage, but about controlling space, taking the beating for others, and leading the charge when diplomacy fails.

- **Core Skills :** Melee (One-Handed) +1, Melee (Two-Handed) +1, Protection +1, Resistance +1, Reflex or Ranged Weapon +1
- **Special: Battle Stance** – At the beginning of each scene, you choose your focus:
 - **Offense:** +2 on all attack moves, but –1 on defense.
 - **Defensive:** +2 to defense against a selected enemy, but –1 to attack.
- **Starting Equipment:** Any melee weapon (e.g. sword, axe), shield or two-handed weapon, leather armor (–1), travel kit.

- **Role hook (example):** A code of honor that prohibits retreat; a mercenary contract that must be fulfilled; sworn to protect a specific place or person.
- **Playstyle:** Bind enemy zones so they can't reach your friends. Protect "soft" allies with *the Protect* reaction. Control the pace of the battle by being the initiator.
- **Building instructions:**
 - *Shield Wall:* Focus on Shield Management and Resistance. Choose the *Iron Will* talent .
 - *Two-Handed Crusher:* Focus on Melee (Two-Handed) and STY. Use the *Push* maneuver .
 - *Mobile Support:* Focus on SMI and Acrobatics. Move quickly where it's needed most.

4.3 Magician – control and game changer

The one who bends reality to his will.

The Mage is not just an artillery piece, but a tactical problem solver. By using Focus Points (FP), they can change the conditions of the entire scene – but every spell comes at a price.

- **Core Skills :** Magic Attack +1, Magic Knowledge +1, Intuition +1, Writing & Reading +1
- **Special: Focus of Doctrine** – You gain +1 to maximum FP. Once per scene, you can switch your magic attribute (INT ↔ VIL) for an attack.
- **Starting equipment:** Magical focus (staff, sigil or amulet), formula book or ritual sheet, travel kit.
- **Role hook (example):** A debt to your master; a magical taboo you must never break; hunted by a rival order.
- **Playstyle:** Pick your moments. Burn FP to turn a hopeless battle around, but save your power for *Counter Magic* .
- **Building instructions:**
 - *Control Magician:* Illusions, obstacles and difficult terrain. Use EM to buy time.

- *Battle Mage (Blaster)*: Magic attack and area of effect. Synergize with the Warrior.
- *Ritualist*: Magical knowledge and tools. Solve problems outside of combat with prepared rituals.
-

4.4 Scouts – reconnaissance, shooting and traps

The one who sees the danger before it sees you.

The Scout thrives on the edge of battle or deep in the wilderness. They are experts at finding routes, laying ambushes, and eliminating threats from a distance.

- **Core Skills** : Stealth +1, Survival +1, Navigation +1, Ranged Weapons +1, Intuition +1
- **Special: Hunter's Mark** – Once per scene, you can mark an enemy. You gain advantage when tracking or attacking that target.
- **Starting equipment**: Bow or crossbow, knife, camouflage cloak, materials for simple traps.
- **Role hook (example)**: Oath to protect a trade route; last survivor of a herd; guardian of nature.
- **Playstyle**: Use cover and height. Stay ready with *"I'll shoot if..."* . Be invisible and deadly.
- **Building instructions**:
 - *Forest Sniper*: Ranged Weapon + Stealth. Strike first and disappear.
 - *Trap Master*: Traps + Survival. Control the hunting ground.
 - *Guide*: Intuition + Navigation. Save resources for the group on trips.

4.5 Thief – infiltration and precision

The one who opens locked doors and strikes from the shadows.

The Thief is an opportunist and specialist. In combat, it's about finding the weak spot; outside of combat, you're the one who takes the group past obstacles that no one else can overcome.

- **Core Skills :** Lockpicking +1, Trap Handling +1, Acting +1, Sneak +1, Hide +1
- **Special: Agile Glove** – Once per scene, you gain a *Bonus Reaction* to Break Line of Sight or Parry Projectile.
- **Starting equipment:** Thief's tools, short sword or dagger, dark cloak.
- **Role hook (example):** Gang rivalry; debt to the underworld; protection by a protégé.
- **Playstyle:** Create advantage before battle. Strike from the shadows. Open the escape route.
- **Building instructions:**
 - *Infiltrator:* Acting + Hiding. Bluff and sneak.
 - *Safety switch:* Lock worship + Traps. Silent advance.
 - *Knife in the Dark:* Sneak + Melee (one-handed). Use poison/sleep.

4.6 Priest – domain, comfort and bond

The one who carries the light in the darkness.

The priest is the spiritual leader and moral compass. With holy power, they can heal wounds, ward off evil, and strengthen the will of their allies.

- **Core Skills :** Liturgy (Holy) +1, Eloquence +1, History & Culture +1, Mental Strength +1
- **Special: Inauguration** – FP pool (Holy) = VIL + KAR. Once/scene: Bless an ally (+1 on any hit).
- **Starting equipment:** Holy symbol, cloak, holy salt/oil, holy scripture.
- **Role hook (example):** Commandments of the Order; sworn promises; guardian of a holy place.
- **Playstyle:** Bind wounds physically and mentally. Use morale and status.
- **Building instructions:**

- *The Benefactor*: Buffs, peace bonds, social authority.
- *Exorcist*: Against Magic + Ritual Training. Shield against darkness.
- *Field Chaplain*: Liturgy + Medicine. Robust in the field.

4.7 Craftsmen – gadgets, brews and solutions

The one who builds the solution with their own hands.

The craftsman doesn't see problems, just broken things that need fixing. With the right tools and a little time, they can save the day.

- **Core Skills** : Craft +2 (distribute), Alchemy or Magic +1, Eloquence or Trade +1
- **Special: Master Hand** – 1/scene adjust/improve a gadget: +1 in specific situation.
- **Starting equipment**: Tool kit, work clothes, raw materials.
- **Role hook (example)**: Important delivery; reputation at stake.
- **Playstyle**: Build, rig, repair, prepare. Save resources.
- **Building instructions**:
 - *Field Engineer*: Traps/rig/makeshift solutions.
 - *Alchemist*: Smoke, light, elixir. Always the right bottle.
 - *Blacksmith*: Weapons / armor maintenance. Increase durability.

4.8 Adventurer – generalist and problem solver

The one who knows a little bit of everything and survives it all.

The adventurer doesn't fit into a mold. They are survivors and multitaskers who fill the gaps in the group.

- **Core Skills** : Choose four optional +1 (at least one from Defense/Evade)

- **Special: Improviser** – 1/scene: +2 on an improvised stroke.
- **Starting equipment:** Travel kit, weapon of choice, general equipment.
- **Role hook (example):** Debt; treasure map; lost friend.
- **Playstyle:** Flexible. Fill in the gaps. Change focus after scene.
- **Building instructions:**
 - *Scout:* Reflex/Dodge + Sneak.
 - *Negotiator:* Eloquence + Intuition.
 - *Allround:* Spread points. Select talents for the European Championship/rematch.

4.9 Troubadour – Inspiration, rumors & magical music

The one who weaves magic with tones and words.

The troubadour controls emotions, gathers rumors, and uses the power of music in the heat of the stage. A combination of social anchor and tactical support.

- **Core Skills :** Music & Art +1, Eloquence +1, History & Culture +1, Intuition +1, Stealth or Melee (one-handed) +1
- **Special: Musical Echo** – 1/scene: Use Music & Art instead of Eloquence or Mental Strength.
- **Magic Music (Skill):** Like Magic Attack, but based on KAR. Instruments are used as focus.
- **Starting equipment:** Instrument of choice, nice travel clothes, dagger/spear, travel kit, ballads/sheet music.
- **Role hook (example):** A lost song; master's debt; reputation that has created enemies.
- **Playstyle:** Use music to buff, confuse, and affect the mood of the scene. Gather and use rumors.
- **Building instructions:**

- *Inspiration*: Uplifting music, mood control.
- *Rumor Spreader*: Eloquence + History. Create alliances or threats.
- *Shadow Troubadour*: Stealth + Magical Music. Play hidden or with hidden

Magical Music (Mechanics & Math)

Magical music is basically magic, but it uses social power (Charisma) and sound instead of occult formulas.

- **What it is:** A magical action that follows the same rules as regular spells, but uses the **Magical Music skill**.
- **The Battle:** You roll **1D20 + Magical Music (rank) + KAR** (instead of INT/VIL).
- **Cost:** It costs **Focus Points (FP)** just like other magic.
 - *Formula for FP pool:* INT + KAR + Music & Arts (rank).
- **Range/Requirements:** The target must be able **to hear** the music to be affected. The instrument acts as your "magical focus."
- **Effects:**
 - *1 FP (Quick Works):* Immediate small effects (e.g. +1 on an ally's next hit or -1 on an enemy).
 - *2 FP (Scenery):* Often binds up 1 FP (you have to keep playing/keep the tone) to provide a bonus that lasts the entire battle, e.g. +1 VP/round to all friends.

Example in game: You want to strengthen your warrior.

1. You pay **1 FP**.
2. You roll **1D20 + Magical Music + KAR** against a Difficulty value (often 10–13 for simple works).
3. On success: The warrior hears your "Heartbeat" and gets **+1** on his next attack.

Magical Music & FP Use

The troubadour's musical effects count as magical actions and consume **FP (Focus Points)**.

Your FP pool: INT + KAR + rank in Music & Arts.

You choose works based on the tempo and needs of the scene.

Note: “ *The target must be able to hear the music to be affected.* ”

1 FP – Fast work

(1 act, often lasts 1 scene)

Fast vibrations and short melodies that affect the immediate fiction.

- **Heartbeat:** An ally gains +1 on their next physical action (*EM* +5 $\Rightarrow$ +2).
- **Whisper of Peace:** Reduces aggression in a room; SV +2 for whoever wants to draw their weapon first.
- **Dissonance:** Create a disturbing sound – a target within 10 m takes –1 on the next action.
- **Vibrating Tone:** Causes an object (e.g. lock, chain) to vibrate $\rightarrow$ +1 to worship/smash (*EM* +5: *entire scene*).
- **Mimic Echo:** Creates sound illusions (e.g. footsteps, conversations) up to 15 m away. Requires Intuition to be revealed.
- **Sharpened Focus:** Helps an ally ignore distractions $\rightarrow$ +1 to Mental Defense or Knowledge Strike.
- **Melodic Curtain:** Faint background noise $\rightarrow$ –2 on Intuition for eavesdropping outside the circle.
- **Mood Shift:** Fanfare or chord changes the mood $\rightarrow$ +1 on the next social beat if appropriate.

2 FP – Stage works

(Powerful support. Often binds 1 FP while it lasts.)

- **Ballad of Heroism:** All allies gain +1 VP each round as long as the music is playing (*binds 1 FP*) .
- **Seam Heavy Lullaby:** Target hits VIL or falls into sleep/lethargy.
- **Dissonant Shield:** Sound barrier around an ally. Next physical attack takes –1 damage level (*binds 1 FP*) .
- **Soothing Lullaby:** An ally can ignore effects of Wound Staircase or fatigue during the scene.

- **Rhythmic Trance:** Coordinates movements → +1 on Reflex against AoE this scene (*binds 1 FP*).
- **Echo of History:** Gives +2 to History & Culture or Intuition to understand a place.
- **Crescendo of Horror:** Enemies must hit *Mental Strength* – miss gives the condition *Slashed* (–1 on all hits this round).

Signature Abilities (1T6)

Choose one or reveal it during creation/advancement.

1. **Sharp Chord:** Your magical music can deal 1D6 light damage as sound waves (ignoring armor).
2. **Reputation Hit:** Spend 1 shift to spread reputation in a city → ±1 on *FRP* for person/faction.
3. **Voice of the Wind:** Hide a short message in a melody that only one person understands (SV 20 for others).
4. **Inspiring Crescendo:** Once per scene: grant an ally a free retake with no KP risk.
5. **Instrument parried:** Parry with instrument (SMI) as if it were a weapon; *EM* +5 = it doesn't break.
6. **Mirroring Song:** Mimic sound/voice you heard → +2 to *Acting* when bluffing or impersonating.

Advancement Tips

Hero Ability (25 HP):

Harmonic Purification: Your music can break ongoing magic or mind control on an ally. (Count the spell's original magic damage.)

Season Module:

Write a *Masterpiece* during a season → permanently grants +1 *Reputation (FRP)* in a specific region.

4.10 Own profession – Build a package

If none of the pre-made archetypes fit your character idea, you can build your own. Maybe you want to play a **Fisherman**, a **Diplomat**, or a **City Guard**? Use this template to create a balanced starter pack.

1. Select skill profile

Choose the skills that define your profession. You won't get as many skills as the standard archetypes (which have 4–5), but you have the freedom to specialize. Choose one of the following profiles:

- **Breadth:** Choose **3 skills** that you gain **+1** in.

(Example: A Trader chooses Trade +1, Eloquence +1, Navigation +1).

- **Tip:** Choose **1 skill** at **+2** and **2 skills** at **+1**.

This gives you a clear expertise but makes you narrower. (Used for professions that are extremely skilled at one thing).

2. Create a Special Ability

Come up with a unique ability that gives you an advantage once per scene.

- **Guideline:** It should either give **+2 on a specific hit** in a certain situation, or let you do something normally impossible (like use a skill with a different attribute).
- **Test:** Is it better than the Warrior's *Stance* or the Mage's *Doctrine focus*? If so, weaken it.

3. Equipment & Rollhook

- **Gadgets:** Choose 3–4 items that are thematic to the job.

It's not about taking the most expensive weapon, but about the tools you need to do your job (e.g. nets, stamps, lanterns).

- **Role hook:** Write a reason why you left your profession to take risks.

Do you have a debt? A secret? A mission?

Balance Rule: The Price of Strength

If you and the SL agree that your package became very strong (e.g. if you chose *the Spear* profile with +2 in combat skills or expensive equipment), you will have to pay a price.

- **Rule:** Add **1 Restriction** (see Chapter 1, step 8) right from the start.

You don't get the usual bonus points for this restriction. It's the cost of being specialized.

Example: Harbormaster

You want to play a guard who can handle troublemakers without killing them.

- **Skills:** *Melee (One-Handed)* +1 , *Shield Handling* +1 , *Eloquence* +1 .
- **Specials:** "**Halt!**" – Once per scene, you gain **+2** on a social attack to stop a conflict or make someone stop.
- **Gadgets:** A simple staff or club (for knocking people unconscious), a short sword (for emergencies), a guard's cloak with the city seal, and a whistle.
- **Hook:** You've come across a shift list that proves your superior is corrupt and taking bribes from smugglers.

4.11 Development and further development of more tracks

- **Crossroads:** After starting, you can invest free rank points in other archetypes' skills; **Special abilities** are obtained via talents/stories.
- **Signature Abilities:** See **Appendix A** – roll **1D6** when the table or a result in **5.1** gives you a signature, or choose in consultation with the game director.
- **KPG and Cap:** Stick to **the starting cap (3)** until the campaign justifies higher levels.
(Recommendations: **Signature 10 KPG** ; **Hero Ability 20–25 KPG**; **Relevant Skill 2+/3+** and story milestone requirements .)

Chapter 5

Equipment and finances

CURRENCIES

In a world constantly torn between regional vested interests, ancient magic, and dangerous shipping lanes, there is no single ruler dictating all trade. Instead, the "civilized" world relies on a common metal standard based on the weight and purity of precious metals.

1. Nuclear Mechanics and Exchange Rate

The standardized exchange rate in the game (which allows values to be easily scaled from a bowl of beer soup to a warship) is:

- 1 Gold Coin (G) = 10 Silver Coins (S)
- 1 Silver Coin (S) = 10 Copper Coins (K)
- (1 Gold Coin is therefore worth 100 Copper Coins)

2. Uses of Currencies and Price Examples

To allow the game master (GM) to quickly improvise prices, the economy is divided into three tiers, based on the game's existing equipment list:

COPPER (K) – Everyday Economy Copper is used by farmers, fishermen and workers. It is the currency for a day's survival, gossip at inns and small bribes to harbor guards.

- A bowl of hot beer soup at Den Spruckna Hammaren in Rindent: 2 K
- A stop "Runnavin" at a tavern in Västrunna: 4 K
- One night's simple sleep in a loft in the harbor district: 5 K

- Torches (3 pieces): 20 K (or 2 S)

SILVER (S) – The Adventurer Economy Silver is the default currency for travelers, merchants, and adventurers. Almost all equipment lists in the core rules are measured in Silver.

- Dagger or knife: 5 S
- Provisions for a week: 5 S
- Travel kit (blanket, mug, simple tools): 10 S
- Leather Armor (Light): 30 S

GOLD (G) – Capital and Luxury Gold is primarily handled by nobility (such as the Seven Streams of Anelent), master blacksmiths, and successful smugglers. Adventurers use gold to make large purchases without being weighed down.

- A Warhorse: 15 G (150 S)
- Plate Armor (Heavy): 15 G (150 S)
- Rare magical artifacts, ritual labs, or the purchase of a smaller ship are handled almost exclusively in Gold.

3. Load (Carrying Capacity) and Weight of the Coin

RedelfWorld relies on the Börd system ($STY + UTH + 4$) to determine how much a character can carry without suffering fatigue and a -1 penalty. Hauling large amounts of coins is impractical:

- 100 coins (regardless of metal) take up 1 Börd slot in the pack.
- Tactical advantage: By exchanging 150 Silver Coins (which takes up 1.5 Board slots) for 15 Gold Coins, the weight disappears completely and the adventurer frees up precious space for other equipment or treasures.

4. Regional Currencies and Barter

Although players record their wealth as G, S, and K, the coins are called different things in different parts of the world. Players with the Trade skill may sometimes have to pay exchange fees if they bring the wrong kind of coin to the wrong city:

- Split Coin (Baccolath): King Brastor Klyvsång's mint stamped Baccolath's silver coins with a white split tongue. These are called Split Coins and serve as proof that duty has been paid.
- Lanyrer (Port Lanyrien): In the east, by the Vireth Sea, Lanyrer are used. These coins are unique in that they are wrapped with three intertwined threads around a shallow core, making them difficult to counterfeit.
- Pure Ore (Winoo): The dwarves of Winoo are happy to use Gold and Silver coins in trade with humans, but value them solely by weight and purity. At the inner councils (Samjället) they prefer precious stones and unprocessed silver or gold ore.

Those who refuse coins: Players must be aware that metal does not solve all problems in the wilderness.

- Azelimer ("Gold Claws"): These creatures view polished metal and newly minted coins as

a gross insult that "kills the rhythm." They demand barter for clear glass, bell bronze, resin, or chalk.

- **The Sand Veils (Talgtoke):** In the unforgiving desert, silver means nothing if you die of thirst. They prefer to exchange favors, water, relics, and herbal remedies through silent vows and bonds of honor.

- **Silverspire and Rivles:** In places with ancient magic or strong elven traditions, the most powerful services are often paid not with coins, but with rare materials, forgotten knowledge, or ritual vows

5.1 Weapons (examples and niches) – what do the numbers mean?

- **Dagger 1T4** – lightweight, concealable, good as a spare.
- **Shortsword/Sword/Axe 1D6–1D8** – standard for close combat. The larger the dice, the higher the roll.
- **Spear 1D8 (Range)** – can reach enemies **one step away** ; good for keeping distance.
- **Great Hammer 1T12 (Heavy)** – high damage, but be aware of weight/notches and that it is often bulky in tight spaces.
- **Bow 1D8** – quick to reuse shots between shots (if you have arrows and clear aim).
- **Crossbow 1T10 (Long Reload)** – hits hard but you **lose momentum** after the shot (requires action/time to reload).

Quick Guide Selection:

- Want **to control the distance** ? Choose **spear** or **bow** .
- Want to **maximize damage** ? **Heavy hammer** – if you can carry it.
- Want **flexibility** in close combat? **Sword** (1D6–1D8).

5.2 Armor and shield – how do reduction and slots work?

Armor reduces incoming damage each time you are hit, but **takes up carry slots** .

- **Easy:** -1 damage / **1 slot**
- **Average:** -2 damage / **2 locations**
- **Heavy:** -3 damage / **3 slots**

- **Shield (reaction): -1 vs 1 hit/turn / 1 spot** (you must have a free hand and **choose** to use the reaction)

Practically:

- Light armor suits scouts/thieves (cheap in slots).
- Medium armor is all-purpose.
- Heavy armor is best at **absorbing damage** , but **eats up space** – otherwise you carry less.
- The shield is **extra protection when it comes to** : you save your **reaction** and say "I'll put it on the shield".

5.3 Tools – why are they important?

- **Locksmiths** – needed to open locks. Without them it will be **more difficult (+5 SV)** .
- **Medical Equipment** – **+2 to healing** (stop bleeding, stabilize, better care).
- **Ritual Sets** – some rites/spells **require** special materials. Without the right set up you cannot perform them or it will be dangerous/impossible according to SL.

Three mini examples

1) Warriors on the front lines

- Equipment: **Sword (1T8)** , **Shield** , **Medium Armor (-2/2 slots)** .
- Effect: Good base damage, can parry **1 time/round** with shield, **-2** from almost every hit.
Disadvantage: **3 looses** bound (2 armor + 1 shield).

2) Spear carrier

- Equipment: **Spear (1D8, Ranged)** , **Light Armor (-1/1 slot)** .
- Effect: Keeps the enemy at bay and helps the group **control the line** . Cheap in slots, but less resistant to brute force than a heavily armored one.

3) Shadow Shooter

- Equipment: **Bow (1T8)** , **Dagger (1T4)** , **Light Armor (-1/1 slot)** , **Locksmithing** .
- Effect: Silent opening at a distance, closing of reserve weapon. The locking device provides **normal SV** when locking (no +5 penalty).

Quick rules of thumb when buying/packing

- **Protection First:** All forms of armor (even light) reduce damage **every time** you get hit.
- **Protection if you can:** A free **-1** on a **hit/turn** saves lives.
- **A tool that defines you:** Thief → **locksmith** , field team → **medical kit** , wizard/priest → **ritual kit** .
- **Think slots:** Armor + weapons + shield quickly eat up **the board** . Leave room for torches, food, and ropes.

Overload

- **Threshold:** As soon as an RP carries equipment that takes up more slots than their maximum value in Load (which is calculated via $STY + UTH + 4$), the overload is activated.
- **Effect:** **-1** to all physical attacks (Melee/Range/Unarmed) as well as to mobility-based evasions and actions (such as Acrobatics, Reflex, and Sneak).
- **Off:** Disappears immediately as soon as the character drops, puts down, or gives away enough equipment to once again be at or below their maximum value in Börd.

Example: The warrior has a maximum value of 9 in Börd. After defeating an enemy, the warrior picks up a large shield and suddenly carries equipment equivalent to 10 slots. The overload is activated immediately. In the next combat scene, the warrior has **-1** to all his physical attacks and actions until he either throws his extra pack on the ground or gives the shield to a friend.

Frequently asked questions

"Range" on spears - what does it actually do?

You can **reach** and **hit** targets **one step** away (before they are right next to you). Excellent in **tight corridors** and in **line combat** .

"Long reload" on crossbow - how expensive in tempo?

You have to spend **time/action** on reloading. Crossbow is **accurate and hard** , but you shoot less often than with a bow.

"Shield -1, is that always?"

No. It's a **reaction** you choose **once per turn** . Saved for the hit you **really** want to mitigate.

Equipment list for RedelfWorld

Here is an equipment list for RedelfWorld, designed to be fully compatible with the rules for Slots, Armor Reduction , and Economy.

Prices are listed in silver (S), which is the default currency in campaigns with tonality dials set to "Earthly Medieval Fantasy".

This means that the list can be used as a quick and playable reference for odds and bets right at the table.

Arms

Weapons are divided into niches based on damage and attributes. Additionally, the "Special" column is intended to provide a clear insight into how the weapon plays a role in the fiction.

Arms	Damage	Table (seats)	Price	Particularly
Dagger/Knife	1T4	0*	5 S	*2 daggers can take 1 notch.
Short sword	1T6	1	15 S	Easy to use in tight spaces.
Sword/Axe	1T8	1	25 S	Versatile.
Spear	1T8	1	10 S	Range (can attack from 2 m).
Big hammer	1Q12	2	45 S	[Heavy] Requires two hands.
Short bow	1T6	1	20 S	Faster than a crossbow.
Bow and arrow	1T8	2	40 S	Requires STY 2+ for full effect.
Crossbow	1T10	2	50 S	[Long reload].

Armor and defense

Armor reduces incoming damage but puts a strain on the character's carrying capacity. On the other hand, the right armor can be crucial in longer battles where stamina becomes a resource.

Type	Reduction	Table (seats)	Price	Example
Easy	-1	1	30 S	Leather armor, thick fur.
Means	-2	2	75 S	Chain mail, armored armor.
Heavy	-3	3	150 S	Plate armor, solid bone plate.
Protect	-1*	1	15 S	Requires reaction and free hands.

*The shield reduces damage by 1 damage level against 1 hit per turn as a reaction.

Shields (Mechanics & Math)

In RedelfWorld, a shield isn't just "more armor" - it's an active resource you choose to use.

- **What it is:** A **Reaction** (you have 1 reaction per round).

- **Effect:** It reduces **incoming damage by -1 point** against **one (1)** specific hit.
- **Requirements:** You must have a free hand (holding the shield) and you must be aware of the attack.
- **Difference from Armor:**
 - *Armor (Passive):* Subtracts damage on *each* hit automatically (e.g. Average -2).
 - *Shield (Active):* You choose *when* to use it (for example , on the hardest hit) and it "costs" your reaction for that round.

Example in game: You are wearing Medium Armor (-2) and a Shield. An enemy hits you for **6 damage** .

1. The armor removes 2 (automatically). Remaining: 4 damage.
2. You choose to use your **Reaction: Shield Block** . It removes 1 more.

Total damage you take: 3 points.

Tools and special equipment

These items are often necessary to use specific skills without penalty, making them especially important in campaigns where problems are solved through methods rather than combat.

Object	Effect	Table (seats)	Price
Locking device	Activates lockpicking (without: +5 SV).	1	25 S
Doctor's bag	+2 on medicine.	1	20 S
Ritual Set	Certain rites/alchemy are required .	1	30 S
Folding tools	+1 on Trap handling.	1	15 S
Thief tools	Infiltration package.	1	35 S
Writing instrument/Book	Required for writing and reading.	1	10 S

General equipment and resources

Resources in RedelfWorld should be played openly and visibly at the table. Accordingly, these entries are written so that they can be quickly "checked off" in the game.

Object	Table (seats)	Price	Effect in fiction
Travel kit	1	10 S	Includes blanket, mug and simple tools.
Provisions (1 week)	1	5 S	Prevents fatigue/hunger.
Torches (3)	1	2 S	Lights up a zone for 1 shift.

Object	Table (seats)	Price	Effect in fiction
Oil lamp	1	8 S	More stable light; requires oil.
Rope (10 m)	1	3 S	Provides advantages when climbing/binding.
Alchemy Bag	1	12 S	Holds 5 doses of alchemical ingredients.

Transport and animals

Transport not only affects speed but also how the group plans for risk and logistics. In addition, a draft animal can become a clear part of the campaign's "everyday fantasy."

Animal	Board (capacity)	Price	Role in fiction
Herd of donkeys	15 places	40 S	Low speed, high carrying capacity.
Warhorse	20 seats	150 S	High speed, can participate in combat.
Simple shopping cart	40 seats	60 S	Requires draft animals and a road.

Design Note for the Game Leader (SL)

To make the list sing at the table, you can use the following rules of thumb. This way, both finances and birth become part of the game's pressure, without getting stuck in the accounting.

- Board Stop: Remember that the total load capacity (track) is calculated as [FILLE IN FORMULA HERE].
- Maintenance: Armor used in heavy combat requires maintenance (Craft 10) to prevent it from losing its reduction ability.
- Reputation and Price: In cities where the characters have a bad reputation, prices can be increased by 25–50%.

Starter pack for RedelfWorld's basic archetypes

Here are ready-made starter packs for all seven basic archetypes in RedelfWorld. These packs are optimized to balance the character's carrying capacity (burden) and give them the tools they need to perform their profession from day one.

Each kit takes up a certain amount of space in your backpack, so it's also easy to compare backpacks and see who's carrying the heavy load right from the start.

Remember that your total carrying capacity is [FILLE IN FORMULA HERE].

Warrior – "Frontline Package"

Focus on durability and protection. Plus, the kit is built to work right out of the box, without you having to buy anything to "get started".

- Weapon: A melee weapon (e.g. Sword 1T8 or Greathammer 1T12).
- Protection: Leather armor (–1 damage) and a shield (–1 damage as a reaction).
- Equipment: Travel kit (blanket, mug), sharpener and flashlights (3 pcs).
- Short: 4 places.

Magician – "Backpack of Learning"

Focus on focus and rituals. On the other hand, the backpack is intentionally lightweight, so you can carry with you books, ingredients, or finds you make along the way.

- Weapon: A dagger (1D4) or a light staff.
- Magical Focus: A staff, sigil, or amulet that channels FP.
- Equipment: Ritual sheet (notes for spells), writing utensils, oil lamp and travel kit.
- Short: 3 places.

Scouts – "Wilderness Equipment"

Focus on distance and survival. Therefore, the emphasis is on being able to solve problems without getting into melee combat unnecessarily.

- Weapons: Bow (1T8) with quiver or crossbow (1T10).
- Melee: A long hunting knife (1D6).
- Tools: Simple traps (for small game), camouflage cloak and rope (10 m).
- Short: 4 places.

Thief – “Infiltrator’s Tools”

Focus on silence and precision. In addition, the kit is intended to minimize "dead" things in the package, so that each gadget has a clear function.

- Weapons: A dagger (1T4) and a short sword (1T6).
- Special: Thief tools (locks and picks).
- Equipment: Dark jacket with hood, climbing hooks, quiet shoes and travel kit.
- Short: 3 places.

Priest – “The possessions of the ordained”

Focus on liturgy and faith. On the other hand, the choice of symbols and ritual details is a chance to show who you are even before the first scene.

- Weapon: A war club (1D6) or a holy staff.
- Sacred Focus: A sacred symbol for your god/order.
- Equipment: Ritual robe, scroll with prayers, holy salt/oil and travel kit.
- Short: 3 places.

Craftsman – “The Master Hand’s Bag”

With a focus on problem solving and maintenance, it includes both tools and materials so you can repair, adjust, and improvise in the field.

- Weapon: An axe or a heavy craftsman's hammer (1T8).
- Tools: Master the tools for your specific profession (blacksmithing, carpentry, etc.).
- Extras: Repair materials (leather straps, rivets), oil lamp and extra provisions.
- Short: 4 places.

Adventurer – “The Generalist’s Sack”

Focus on flexibility. It also provides a good base for players who want to "find their role" after a few scenes rather than locking themselves in right away.

- Weapons: One one-handed weapon of choice and one dagger.
- Protection: A worn leather armor (−1 damage).
- Equipment: General travel kit, flashlights, rope, a bottle of cheap cognac and an old treasure map.
- Short: 4 places.

Troubadour – “The Singer’s Backpack”

With a focus on inspiration, social manipulation and magical music, the kit is also built to signal status and networking, which is often as important as weapons in the troubadour's game.

Arms

- Weapon: A dagger (1D4) or a broadsword/shortsword (1D6).

Musical focus

- Musical Focus: A high-quality instrument (e.g. lute, flute, or a small harp) required to channel magical music.

Equipment

- Equipment: A collection of ballads and sheet music (counts as a composition), good quality travel album, a small bottle of fine wine and a travel kit.

Birth

- Card slots: 3 slots (excluding the instrument if carried in the hand, otherwise 4 slots).
Therefore, you can choose whether the instrument should be "ready" or packed depending on the situation.

Roll hook

- Role Hook: A lost song with a secret, a debt to a music school, or a dangerous rumor that the character happened to spread.

Equipment and pressed stroke

This mini chapter brings together two important rules for quick access: how **armor and shields** reduce damage and how to **strike** when it matters.

1 Equipment – armor and shield (compact)

Armor Reduction (RR) and locations:

Armor	Harm reduction	Slot machine s
Easy	-1	1
Means	-2	2
Heavy	-3	3

Shield (reaction): -1 damage per hit/round and requires a **free hand** . You choose to use it **when the hit occurs** and it costs you **to react** .

Fast in the game

- First subtract **RR** from the hit, then the shield can lower a hit by another **-1** the same turn.
- Consider **the limit/gaps** : heavier protection reduces what you can carry.

Mini Example:

An enemy deals **6 damage to you in medium armor (-2)** . You choose to take it on **the shield (-1)** . Total **-3** → you take **3** damage.

Pressed stroke

When you miss an important shot, you can **fight** for another chance.

Rule:

- Get **cover** but take **1 KP risk** (or **-3 VP**) .
- **Fumbling on the cover** has a **worse consequence** (harder setback, worse position, extra follow-up effect – describes SL).

In practice (3 steps)

1. Missed shot → “I press.”
2. Pay the cost (**1 KP risk** or **-3 VP**).
3. Re-score. New result applies. Fumble = worse consequence.

Tip: Press when the effort is worth the reward – not on every weekday throw.

Bestiary and Creatures Template

This template helps game directors quickly create excitement with clear game mechanics and balance. Copy the template and fill it in; use the "SL comments" as a guide when designing.

Essence template (for game text)

Name

- **Formal name:**
- **Popular name/nickname:**
- **Plural:**
- **Pronunciation (optional):**

Role/threat level

- Cross: **Minion / Regular / Elite / Solo**
- Recommended number for 3–4 RP:

- **Minions:** 4–8
- **Common:** 2–4
- **Elite:** 1–2
- **Solo:** 1

(Adjust according to the group's level and the difficulty of the stage.)

Environment / Faction

- **Primary environment:** (forest, swamp, mountain, ruins, city, ocean, underground, other)
- **Secondary (optional):**
- **Faction/affiliation:** (cult, noble house, tribe, guild, pack, lone wolf)
- **Relationships:** (enemies/allies – e.g. “hates wood elves”, “serves the Dark Order”)

Size / Type

- **Size:** Small / Tiny / Medium / Large / Huge / Colossal
- **Type:** Animal/Beast • Human • Undead • Spirit/Elemental • Demon/Holy Being • Construct • Plant Creature • Swarm • Other: ____

Concept in fiction

- **Core message (1–2 sentences):** what it does and why it is a threat.
- **Keywords (3–5 words):** e.g. “contagious”, “fanatical”, “quiet”, “flock”, “fear of fire”.
- **Typical scene:** 1–2 lines about how the RP usually deals with it (attack, ambush in ruins, ritual, storming crowd, etc.).

SL comments (short explanation per field)

Name

- *Formal name* is the heading in the bestiary. *Folk names* give mood in lines. *Plural* helps the text flow. *Pronunciation* is gold for foreign words.

Role / Threat Level

- **Minion:** falling quickly, dangerous in numbers.
- **Common:** standard threat – can win if roleplay is exhausted or sloppy.
- **Elite:** a heavy opponent that can withstand multiple role plays.
- **Solo:** stage monster/boss during an entire conflict.
Towards the line is a rule of thumb for encounter design – adapt freely.

Environment / Faction

- Anchor the entity in the world: where does it live, who uses it, who hates or exploits it?

Size / Type

- Size controls the environmental description and affects congestion, reach and logistics.
- Type gives assumptions:
 - **Undead:** often immune to poison; holy bite.

- **Animals:** driven by instinct; attracted by scents/food.
- **Construction:** follows orders; understands threats in different ways.
- **Swarm:** weak against single hits, excellent target for area effects.

Concept in fiction

- **Core message** = your elevator pitch
- **Keywords** = improvisation compass.
- **Typical scene** = how they actually meet at the table.

Quick example (filled in)

Name

- Formal: **Draug**
- Folk name: **Kallagångare**
- Plural: **draugar**
- Pronunciation: *[dra-ong]*

Role/threat level

- Tick: **Regular**
- Recommended number (3–4 RP): **2–4**

Environment / Faction

- Primarily: **ruins/burial fields**
- Secondary: **coastal caves**
- Faction: **Still Hand (Necrotic Cult)**
- Relationships: **obeys the cult's necromancers , despises living ordained priests**

Size / Type

- Size: **Medium**
- Type: **Undead**

Concept in fiction

- Core meaning: "Funny warrior bound to his grave; rises when holy light is lacking and seeks sacrifices from the cold earth."
- Keywords: "**silent**", "**stubborn**", "**holy place**", "**cold**"
- Typical scene: **ambush in stone vault** while torches blaze; **push towards the exit** .

(Then add your usual stat boxes/attacks according to the system's default settings.)

Quick card (for printing)

Armor: Light -1 / Medium -2 / Heavy -3 • **Shield:** -1 vs. 1 hit/turn (reaction)

Press Strike: Wrap vs. **1 KP risk** (or -3 VP) • **Fumble** → **aggravated consequence**

Bestiary: Choose **Role/Threat Level** , **Environment/Faction** , **Size/Type** , write **Core Sentence** + **Keywords** + **Typical Scene** – ready for play.

Chapter 6

Optional rules (Choose your taste)

This chapter contains "plugins" that you can enable to fine-tune the feel of your campaign. Choose the parts you want—or try them out one at a time.

6.1 Quick overview (3 simple modules)

Pressing blow

Take **1 KP risk** (or -3 VP) to **reroll** a failed roll. If you fumble the roll → the result will be **worse than normal** .

Use when you want a harder chance against a better payout.

Wound Staircase

When you have **lost 2+ KP** , you take **-1 to all physical attacks** until you have received **proper healing** .

Use when: violence should feel dangerous over time.

Morale / Battle Fatigue

When a **group** has lost **half of its combined VP pool** : everyone in the group rolls **VIL** . On miss → **retreat/capitulation/collapse** according to the fiction.

Use when: you want masses and weak enemies to break down sooner.

SL tip: Always say out loud what the module does before it triggers: "If you press this move, it costs 1 KP risk" / "You have half VP - now comes the morale test."

6.2 Press Movements – procedure

1. You **miss** a beat.
2. You **declare pressure** : “I press.” → Take **1 KP risk** (*or* **-3 VP**) .
3. **Replay** . The new result applies.
4. **If fumbles** on the lid → **worsened consequence** (SL describes: worse position, greater setback, extra consequential effect).

Example: The scout misses “Sneak” at SV 15. She pushes, takes 1 CP risk and turns – hits. If she had fumbled, the guard would not only have heard her, but also set off the alarm.

6.3 Wound ladder – procedure

- **Threshold:** As soon as an RP has **lost 2 or more KP**, the staircase is activated.
- **Effect:** **-1 on physical attacks** (Melee/Range/Unarmed).
- **Off:** Disappears after **proper care** (rest + care/ritual/tools according to your practice).

Example: The warrior ends the battle at -2 KP. In the next scene, the Wound Staircase remains until the priest heals or the warrior gets a proper rest.

6.4 Morale / battle fatigue – procedure

1. Add up **the group's vice presidents** (e.g. guards, mooks).
2. When the group has lost $\geq 50\%$, hit **VIL** for the entire group (once per individual *or* one collective hit per mook group).
3. **If you fail:** choose a plausible outcome in the fiction – **retreat** , **lay down your arms** , **split up** . Leaders, fanaticism or sacred oaths can provide an advantage/cover.

Example: Five robbers (20 odds together) fall to 9 odds. SL announces a morale test → two flee, three retreat to hide.

6.5 Karma – cosmic echo and conscience (optional module)

Purpose: Karma measures **the world's reaction** to the RP's intent and consequence - a meta-reputation that affects spirits, sacred / shadowbound locations, and certain magic (separate from mundane **FRP/reputation**).

Scale and launch

- **Scale:** -5 ... +5 (integer) **per RP** .

- **Start: 0** (neutral).
- **+Karma:** you take **costs/risks** to protect, help, show mercy.
- **-Karma:** you **intentionally harm/betray/exploit** for your own gain.

Important: It's about **intention + consequence** . SL says **in advance** when something can affect Karma: "This is probably -1/-2 Karma."

When does karma change?

- **Do it step by step** , not for small things.
- **Max ±2 per scene** (if nothing extreme happens).

Typical +Karma

+1: risking to save an innocent; showing mercy; keeping a difficult promise; sacrificing resources for no personal gain.

+2 (rare): making a great permanent sacrifice to save many; choosing inferior tactics to avoid civilian casualties or desecrating a sacred site.

Typical -Karma

-1: breaking a stated promise of convenience; unnecessary cruelty; blaming the innocent for gain.

-2 (heavy): planned betrayal of an ally; violence against the defenseless; profanation /taboo violation /forbidden magic for personal gain.

Effects in play (choose 2–3 for simplicity)

1) Cosmic Tilt (minor modifications)

- **High Karma (+3...+5):**
 - **1 time/scene** , SL can give **-2 SV** on a move that reflects **mercy/protection/sacrifice** .
 - Holy places/spirits/miracles are **friendlier** (extra info/benefit).
- **Low Karma (-3...-5):**
 - **Once/scene** , the SL can gain **+2 SV** in an attempt to **escape the consequences** of their own actions.
 - Shadowbound locations/spirits/corrupted factions can provide **easy paths** (lowered SV/dark sacrifices) but with **FRP risk** .

Openness: SL says it out loud: "Your karma is low – talking this away gets **SV +2** ."

2) Connections to magic and misfortune

- **Magical Mishaps (Fumbles/Pressed Magic):**
 - **High Karma:** Consequences affect **reputation/place** rather than third parties, and are **milder**.
 - **Low Karma:** Consequences **escalate** (more witnesses, harsher reaction from holy beings, greater FRP increase).
- **Rituals/Holy Effects:**
 - **+Karma:** may have **EM-like side effects** or **lower FP cost** if the fiction is true.
 - **-Karma:** **risk of setback** or **greater sacrifice** required.

(Mark in the magic chapter which rites are "sensitive to karma".)

3) Thresholds and locks (campaign spice)

- Holy Orders/Awakened Weapons require **at least +2 Karma**.
- Shadow Contracts/demons/curses may require **-2 or lower** to even bite.

Karma vs FRP (reputation)

- **FRP:** what **people and groups** think (per city/area).
- **Karma:** what **the world** (spirits, fates, sacred/shadow-bound places) responds with.

The same action can affect both:

- Save the village but steal the treasure → FRP + with the village, – with the robbers; **Karma 0/-1** depending on brutality.
- Spare the archenemy in public → FRP ± (some see weakness, others honor), **Karma +1/+2**.

Spreading rumors:

- **High karma:** negative rumors are more easily smoothed **out** if there is an interpretation available.
- **Low karma:** rumors **lean more** towards the dark.

Link to tone knob (Dark ↔ Light)

- **Dark Campaign:**
 - Moral shortcuts provide **short-term gain** (lower SV/more silver/tactics), but SL says: "This is **-1/-2 Karma**."
 - **-Karma modes** occur more frequently.

- **Light Campaign:**

- More **+Karma modes** where grace/mercy actually matters (contacts/credit, losses that don't become total).
- **High Karma** gives small **benefits/signs/dreams more often** .

Quick window for SL (attach the SL sheet)

Karma (-5...+5)

Brynn: **+1** (saved as hostage despite risk)

Loki: **-2** (betrayed guard who trusted him)

Ylva: **0**

When something big happens, ask:

1. Was the action **intentional** ?
2. Did RP take **risk/cost** for others – or **did they exploit/harm** someone?
3. Did the player know **in advance** that this affects karma? (*You told me.*)

Say the result out loud: " **+1 Karma** for you." / "It cost **-1 Karma** ."

Final advice

- Start with **one** module. Get a feel for it. Add the next one as the group wants to fine-tune the flavor.
- Write clearly in the margin *what* each module does – and *when* it is triggered.
- Keep **your karma** close (-2...+2 in everyday life). Save the extremes (-5/+5) for big decisions.

House Rule: The Experience Battle (1T20)

When you pay your KPG to raise a skill, roll **1T20** . To successfully raise, you must **roll higher than your current rank** .

Rank, dice roll and chance of success

Below you'll find a quick overview of each rank: what move is required to raise, how likely it is to succeed, and a short commentary. This is followed by an easy-to-read rank-by-rank walkthrough, with each level given its own subheading. This makes it easier to quickly understand what changes as you move up.

Quick overview

Current Rank	Turn over to raise	Probability of success	Comment
0	Always (0)	100%	It's easy to learn the basics.
1	1	95%	Just make sure you don't skip your workout.
2	2	90%	Still good chances to become "Skilled".
3	3	85%	This is where more focus is required.
4	4	80%	Reaching rank 5 (Master) is a challenge.

Depth per rank

Rank 0 – 100%

At rank 0 you raise by hitting **Always (0)** . It's easy to learn the basics. Also, this is a good level to build confidence before the requirements are increased.

Rank 1 – 95%

To raise from rank 1 you need to hit **1**. It just requires that you don't mess up your training. However, it becomes more important to maintain a consistent level, as small mistakes can slow you down.

Rank 2 – 90%

At rank 2 you need to roll a **2** to take the next step. Still a good chance of becoming "Skilled". On the other hand, it's more noticeable if you're careless, so consistency will help you keep moving forward.

Rank 3 – 85%

When you are at rank 3, a **3 is required** to raise. This is where more focus is required. Therefore, it may be worthwhile to practice more methodically and maintain concentration throughout the entire session.

Rank 4 – 80%

At rank 4 you need to hit **4** , but the probability is lower than before. Reaching rank 5 (Master) is a challenge. Thus, patience and regular training are often what determines whether you make it all the way.

Chapter 7

Progress

Here's how characters get better over time: you spend **KPG (Campaign Points)** to level up **your skills** and, if you want, **attributes** through seasonal play. Feel free to wait until the fiction justifies

higher power levels - the system is designed for down-to-earth progression that feels like storytelling.

Skills vs. attributes – what's the difference?

- **Skill (rank 0–5):** how well you *do* something here and now. Cheaper, faster to level up.
- **Attribute (+1):** your *base capacity* (STY/SMI/UTH/INT/VIL/KAR). More expensive, requires a **season** and affects several derived values.

1) Increase skill (rank 0–5)

Cost per step (KPG)

- 0 → 1 5
- 1 → 2 10
- 2 → 3 15
- 3 → 4 20
- 4 → 5 25

Sum 0 → 5 = 75 KPG

How to do it (quick procedure)

1. Select the skill you want to level up.
2. Pay the cost of **that particular step** .
3. Write down the new ranking. Done.

Example: Melee (one-handed) 2 → 3 costs **15 KPG** .

Pacing tip: 1–2 increases per adventure "sheet" goes a long way to reflect development without stressing.

2) Increase attributes (optional season module)

Basic idea

Attribute Increase is a **milestone** : you coach/mentor for a **whole season** (**≈10–20 shifts**) and pays KPG. Max **1 attribute** per season. The attribute can never exceed 5 .

Cost

- **Basic cost: 35 KPG**
- **Adaptation of environment/mentor:**
 - Favorable (mentor, monastery, academy, good equipment): **–5 KPG**
 - Normal: **±0**
 - Bad (deficiency, illness, escape): **+5 KPG**
→ After this: **30–40 KPG**
- **Season test (at the end):** a passing shot that sums up your effort → **additional ±5 KPG**

Final span: 25–45 KPG (everything works vs. everything is broken).

Seasonal test – what am I doing?

Choose a combination that *fits the attribute* :

- **STY:** e.g. Melee/Physical Training + STY
- **SMI:** Acrobatics/Dodging + SMI
- **INT:** Magical knowledge/learning + INT
- **WANT:** Mental strength/Spiritual discipline + WANT
- **KAR:** Eloquence/Eminence + KAR

Results:

- **Succeed:** **–5 KPG** (you learned more than expected)
- **Fail:** **+5 KPG** (interrupt, damage, split focus)

Example (complete)

Ylva wants to raise **STY 3 → 4** .

- Basic **35** → good camp/mentor **-5 = 30 KPG** .
- Seasonal test succeeds **-5** → **25 KPG** .
- She raises STY to 4.

3) Don't forget to recalculate derived values

When an attribute changes – update immediately (see Chapter 2 for formulas):

- **VP = 10 + (UTH × 2) + STY** → changed with **STY/UTH**
- **Border = STY + UTH + 4** → changed with **STY/UTH**
- **FP (Magic) = INT + WIL + Magical Knowledge (min 1)** → changed by **INT/WIL/Magic Knowledge**
- **Holy FP = VIL + KAR** → changed by **VIL/KAR**
- **initiative bonus = SMI** → changed by **SMI**

Mini Control: After attribute increase – write new **VP / Börd / FP / (Holy FP) / Init** .

4) Two quick maps for the table

A) Skill – purchase step

Fro	T	KP
m	o	G
0	1	5
1	2	10
2	3	15
3	4	20
4	5	25

B) Attribute – cost range

- **Good location + successful test: 25–30 KPG**
- **Normal mode + optional test: 30–35 KPG**
- **Bad situation + failed test: 40–45 KPG**

5) Frequently asked questions

Do I have to "use" a skill in the game before I level up?

Recommended, but not a must if you prefer to level up between adventures.

Can I increase two attributes in the same season?

No. **Max 1** – attribute increases should feel large.

Can the seasonal test lower the cost below 30 KPG without a mentor?

Yes. Base 35 → environment 0 → successful test -5 = **30 KPG** . With both a good environment **and** a successful test, you can reach **25 KPG** .

Summary

- **Skills:** frequent, cheap, 5–25 KPG per step .
- **Attributes:** rare, requires season, 25–45 KPG after adjustments.
- **Always:** recalculate **VP / Table / FP / (Holy FP) / Init** when attributes change.

Skill Rank (0–5) – Cost per Step (KPG):

0 → 1 **5** • 1 → 2 **10** • 2 → 3 **15** • 3 → 4 **20** • 4 → 5 **25**

Total 0 → 5: 75 KPG

Attribute Increase (*optional season module*)

- Requires **focused training/mentor/ritual** over **1 season** (≈10–20 shifts)
- **Base cost 35 KPG** , adjusted to **30–40 KPG** (±5 via mentor, environment or shortage)
- **Max attributes: 5 • Maximum 1 attribute increase/season**
- **Season Testing** can adjust **further ±5 KPG**
- **Don't forget to recalculate: VP/KP/Börd/FP/Init** according to Chapter 2

7.1 Skill Ranking 0–5

Skills range from **0 (untrained)** to **5 (master)** . On hits, add:
1T20 + skill + attribute (+mod)

Cost per step (KPG)

- 0 → 1: **5**
- 1 → 2: **10**
- 2 → 3: **15**
- 3 → 4: **20**
- 4 → 5: **25**

Sum 0 → 5: 75 KPG

Rules and recommendations

1. Buy in **order** (no jumps).
2. SL may require that the skill **has been used in** scenes in games 1–2 before raising – or running abstractly between adventures.
3. **Rank 5** is the ceiling; the "overlord" feeling is best created via **special abilities, signatures** , or **magic/holy blessing** .
4. **Tempo Suggestions:** 1–2 increases **per adventure map** (multiple game encounters). Max +2 rank total per map, max +1 in the same skill.

Example: Brynn raises **Melee (One-Handed)** 2 → 3 . Cost **15 KPG** . Write it down and run.

7.2 Seasons (optional framework)

Want to play across years and winters? Use **the season module** . A season ≈ **10–20 shifts** of focused time where RP:

- practice a skill,
- studying (school/university),
- service (army/military),

- goes on rites/pilgrimages,
- building **Contact/Credit** or managing consequences.

Attribute Increase takes **the whole season** .

7.3 Increase attributes (optional module)

Larger milestone than a skill – affects multiple **derived values** . SL determines whether the module is used.

Claim

1. **Fictitious investment:** intensive training, **mentor/master** or **rite/sacred process** .
2. **Time:** at least **1 season** (10–20 shifts).
3. **Ceiling:** attributes must never exceed 5 .
4. **Limit:** maximum **1** attribute increase **per season** .

KPG cost

- **Basic:** 35 KPG
- **Adaptation of environment/mentor:** favorable –5 , normal ± 0 , poor +5 → **30–40 KPG**
- **Season test:** at the end, 1 pass stroke reflecting your effort → **± 5 KPG** additional
Possible range: 25–45 KPG (everything works vs everything is broken)

Select type by attribute:

- Increase **STY:** e.g. melee/physical training + STY
- **SMI:** Acrobatics/Dodging + SMI
- **INT:** Magical knowledge/learning + INT
- **WANT:** Mental strength/Spiritual discipline + WANT
- **KAR:** Eloquence/Eminence + KAR

Step by step

1. Determine **which attribute** and **how** (training/mentor/rite).
2. Assess the environment (–5/0/+5 KPG).

3. Set aside **1 season** .
4. Do **seasonal test** → adjust ± 5 **KPG** .
5. **Pay KPG** , raise attribute **+1** (max 5).
6. **Update derived values** (see chapter 7.4).

Example (attribute increase):

Ylva wants to increase **STY 3 → 4** .

- Base 35 → good training field (-5) = **30 KPG** .
- Seasonal test successful (-5) = **25 KPG** .
Recalculate **VP** and **Börd** .

7.4 Update derived values (directly when attributes change)

- **VP = 10 + (UTH × 2) + STY** → changed with **STY/UTH**
- **Border = STY + UTH + 4** → changed with **STY/UTH**
- **FP (Magic) = INT + WIL + Magical Knowledge (min 1)** → changed by **INT/WIL/Magic Knowledge**
- **Holy FP = VIL + KAR** → changed by **VIL/KAR**
- **initiative bonus = SMI** → changed by **SMI**.
Note **the source** if the change is due to blessing/item/rite.

7.5 Progress in practice – two examples

Example 1 – Skill:

Brynn has **Melee (One-Handed) 2** → wants **3**. Cost **15 KPG** . Done.

Ex 2 – Attribute (season):

Ylva trains one winter: **STY 3 → 4** .

- Basis **35 KPG** → favorable position $-5 = 30$.
- Season Test succeeds -5
= 25. **Update VP /table** .

7.6 Adapt to the tone of the campaign

Cruel/Slow: fewer KPG/sheet, attribute boost **very rare** , more +5 **KPG** modes.

Heroic/faster: more KPG/sheet, favorable **mentor/environment** (–5) more often, seasonal trials give more **discount** on success.

7.7 Hero and Signature Abilities (optional, KPG-bound)

Start: Signatures you received at creation/tables are **free** (part of the archetype/story).

Purchases and requirements

- **New signature ability: 10 KPG**
 - **Requirements:** relevant skill level 2+ + a **scene/arc** that shows how the trick is learned.
 - **Limitation:** max 3 signatures per role within **the starting limit (3)** .
- **Heroic ability: 20–25 KPG**
 - **20 KPG:** easier (1/scene, +2 to hit, small bonus)
 - **25 KPG:** heavier (new plot, extra damage, scene save)
 - **Requirements:** at least **one relevant skill 3 ++ milestone in the fiction** (training, awakening, mentor, artifact)
 - **Limitation:** 1–3 hero abilities per role are recommended within the starting limit.

Replacements and tuning

- **Change signature to another (same list): 10 KPG** after important milestone (justify in fiction).
- **Change Hero Ability:** normally full price; SL may give a **discount** if the story justifies it.

Why these levels?

- **Signature (10 KPG):** clear profile without crowding out skills/attributes.
- **Hero (20–25):** Competes with "big" stakes – you choose to become more **mythic** rather than "just" broader.

7.8 The KPG loop – play on momentum, shape your development

- You **earn KPG** through **Drive, Band, Limit** .
- You **spend KPG** on precisely those paths (skills, attribute increases, abilities) that reflect your **character's path** .
- SL can sometimes trade raw KPG for a **small signature buff** (e.g. +1 extra use/scene) when a scene really hits home in the fiction.

Checklist for SL (between adventures)

- Summarize **KPG** and remind about **starting ceiling (3)** .
- Approve **rank increases** (preferably used in games).
- About **season** : determine focus, environment mod (−5/0/+5), let **season test** determine ±5.
- When **increasing attributes** : update **VP/Börd/FP/Init** .
- Signature/Hero? Match **the requirements** and **the milestone** in the story.

7.9) Table exercise – Execution

1. Player describes → suggests **skill + attribute**
2. SL sets **SV** (campaign mode) *or* resistance attack
3. Lock **the EM election** before impact
4. Hit 1D20 + rank + attribute (+mod)
5. Apply **EM** in steps of +5
6. Note **time/resource/sequence** (tools, shifts, reputation, tape)

Chapter 8

Magic system

1. complete and clear **FP-max/calculation** (with examples and edge cases),
2. a **list of spells/rituals** with effects and FP costs (designed to be fully compatible with the Core Book),
3. a **complete accident table** for magic (beyond the simple risk of being knocked out).

I refer to the Basic Book where there are rules, and mark everything that is not in the files as "optional module (suggested)".

1) FP – Maximum value and calculation (with examples)

Basic formula (Magic):

FP = INT + WIL + Magical Knowledge (rank), min 1. Held effects bind 1 FP until released.

Holy variant (Miracle):

FP(Holy) = VIL + KAR + Liturgy (rank) (use this when holy power is used).

Example (beginning):

- **Mage** INT 2, WIL 2, Magical Knowledge 2 $\Rightarrow$ FP = 2+2+2 = **6** (average).
- **Priest** VIL 3, KAR 2, + Liturgy $\Rightarrow$ FP(Holy) = 5 (average).
- **Apprentice** INT 1, WIL 1, Magical Knowledge 0 $\Rightarrow$ FP = 1+1+0 = **2** (low; not below 1).

Music magic

FP – Maximum value and calculation

Focus Points (FP) for Troubadours represent their mental tuning fork. If the pool is depleted, they lose their rhythm and their magic begins to falter.

- **Basic Formula (Music Magic):**
FP = KAR + VIL + Magic\ Music\ (Rank)
- **Minimum value:** You always have at least 1 FP, even if your KAR/VIL would be extremely low.
- **Bound FP:** If a song has a lingering effect (e.g. a ballad that inspires the group throughout the battle), 1 FP is permanently locked until the Troubadour stops playing.

Examples of pool sizes:

- **Beginner** (KAR 2, VIL 1, Music 1): 2+1+1 = 4\ FP (Low/Medium).
- **The Virtuoso** (KAR 4, VIL 2, Music 3): 4+2+3 = 9\ FP (high).

Pool guidelines: Low 1–3 (apprentice), Medium 4–6 (field mage/priest), High 7+ (circuit fellow/visionary).

Edge Decline and Rounding:

- Minimum level: if you enter the formula 0, you still get **1 FP**.
- Temporary buffs/debuffs refresh FP immediately.

2) List of spells and rituals (optional module)

Design goals

- **Scale against FP pools:**
 - **1 FP** = quick *trix* that affects a scene detail ("cantrip level").
 - **2–3 FP** = *scene changer* which noticeably changes the situation (obstacle, zone, debuff/buff, rocky damage).
 - **Rituals** (**2–5 FP** + **time/place/taboo**) = greater effect, slower but safer.
- **The EM Lever:** Each +5 **EM** (effect margin) can (at the SL's choice before the hit) increase **the range** , **duration** , or **effect level** - choose *one* lever per scene/effect to keep it simple.
- **Holy Compatibility:** All effects work with **FP (Holy)** – just change the color/theme (blessing, banishment, purification, omen).
- **The cost is noticeable:** Retained effects tie up **1 FP** until released. Pressure/spatial demands = drama, not accounting pain.

Common structure (state bloc)

Name – *School/Tag* • **Cost:** X FP • **Action:** Short (1 action) / Long (2 actions) / *Ritual* (minutes/hours)

Target/Range: ... • **Duration:** ... • **SV suggestion:** (Heroic/Hardened)

Effect: ...

EM (+5): +Range *or* +Duration *or* +Effect degree (SL preselects lever in the scene)

Countermagic: Magic/Mental strength as **reaction** ; on success → weakened/stopped (SL specifies: weaker = halved duration/area or –1 degree)

SV starting points: Use the campaign's SV mode (Heroic/Hardened) and start at **Normal** ; adjust ±2–4 for mode, focus, and resistance.

1 FP – Quick Tricks (“cantrip level”)

Short, clear, low risk. Good in combat or as a micro tool between battles.

- **Wind Pinch** – *Push/Position* • **1 FP** , Short
 - R:** 10 m • **V:** instant • **Effect:** push an enemy/object **1 step** or give ally +1 on next mobility maneuver.
 - EM:** +distance *or* +1 extra target in same zone.

- **Light Bead** – *Light* • **1 FP** , Card

R: 10 m • **V:** the stage • **Effect:** a hand-sized light source (torch strength).

EM: +duration *or* blinding flash (–1 on an enemy shot now).

- **Hearing Acuity** – *Sensory* • **1 FP** , Long

R: me • **V:** scene • **Effect:** +1 on next **Intuition/Discovery** in the scene.

EM: +1 extra turn during the scene.

- **Frost Kiss** – *Cold* • **1 FP** , Short

R: melee • **V:** immediate • **Effect:** 1D4 VP damage **or** slippery ice patch: difficult terrain on 1 square.

EM: +1 square of ice *or* –1 to the target's next movement.

- **Holy Whisper (Holy)** – *Blessing* • **1 FP** , Card

R: touch • **V:** scene • **Effect:** target gains +1 on all social/moral hits linked to courage or comfort.

EM: +1 extra use during the scene.

2–3 FP – Scene change

Clear difference in the game mode: zones, obstacles, status, damage dealt. Often the backbone of a magician's game.

- **Twilight Veil** – *Illusion/Cover* • **2 FP** , Long

R: 15 m • **V:** scene • **Effect:** dim zone (3×3 squares): shooters get –2 , Sneak/Hide in the zone +1 .

EM: +1 size *or* +duration (persistent between shots even in wind).

- **Chain Lightning** – *Damage/Storm* • **3 FP** , Short

R: 20 m • **V:** instant • **Effect:** 1D8 damage to 1 target, jumps **1 time** to a target within 5 m for 1D6.

EM: +1 jump *or* upgrade first hit +1 step (e.g. 1D10).

- **Stone Hand** – *Control/Grip* • **2 FP** , Long

R: 10 m • **V:** concentration (binds **1 FP**) • **Effect:** hold a medium-strength target; the target rolls **Resistance** each round to break free.

EM: +distance *or* –1 on the target's breaking move.

- **Shard of Truth** – *Mind Influence* • **2 FP** , Card

R: voice • **V:** 1 minute • **Effect:** target causes –1 to knowingly lie (social SV +2 to conceal

facts).

EM: +duration *or* affects 1 additional person *listening directly* .

- **Consecrated Ground (Holy) – Zone/Blessing • 3 FP** , Ritual 1–3 min

R: 5 m • **V:** the scene • **Effect:** 3×3 zone where allies gain +1 to fear/enchantment; shadowbound take 1 VP when first entering.

EM: +size *or* +1 extra on first entry.

Rituals – 2–5 FP + time/place/taboo

Greater impact, fewer dice rolls. Build fiction: location, materials, words.

Ritual Requirements (template):

- **Time:** minutes–hours (SL specifies).
- **Location:** symbolically appropriate (shrine, crossroads, ring).
- **Materials:** 1–3 meaningful components.
- **Taboo:** a restriction (silence, purification, sacrifice, sunrise).
- **Binding Seal – Lock/Seal • 3 FP** , Draw 10 min
R: contact with surface • **V:** until broken • **Effect:** locks/seals door, chest, portal. To break requires **Lockpicking** with +5 SV *or* **Against Magic** .
EM: –2 on break attempt *or* the sigil alarms the caster (dream/shudder).
- **Watcher's Eye – Range/Sign • 2 FP** , Draw 10 min
R: 1 spot/person • **V:** 24 h • **Effect:** you get a clear omen when the threat approaches (SL gives short notice/sign).
EM: +1 extra target *or* +1 relevant detail about the nature of the threat.
- **Great Purification (Holy) – Purification/Release • 4 FP** , Rite 1 hr
R: location/individual • **V:** lasts symbolically (spice *or* until desecrated again) • **Effect:** removes *mild* curse, calms restless soul, neutralizes shadow residue.
EM: can also dampen *moderate* effect *or* leave a small blessing (+1 on a relevant action 1 time).
- **Stone to protect – Terrain/building • 5 FP** , Draw 10 min
R: 10 m • **V:** scene (+) • **Effect:** build a low wall/joint (6 squares) that provides **good**

protection (-4) , difficult terrain above.

EM: +length *or* the wall can withstand 1 extra hit (“hp” 10).

Mistakes, pressure and mishaps (short)

- **Pressed magic:** press hit → take **1 KP risk** or **-3 VP** (as usual). Fumble on pressure → **magical mishap** .
- **The color of the accident on Karma (if you run the module):**
 - **High Karma:** milder, affects *reputation/place* rather than innocents.
 - **Low Karma:** escalates – more witnesses, harsher spiritual response.
- **Against Magic (reaction):** roll **Magical Knowledge / Mental Strength** :
 - Succeed → stop *short* effect, halve duration/area of effect on *long/rit* .
 - EM on against magic can break concentration without damage.

SV, scale and tables (quick guide for SL)

- **1 FP trick:** SV 10–13 (Heroic) / 12–15 (Hardened)
- **2–3 FP scene changer:** EN 13–16 / 15–20
- **Rituals:** hit rarely – set the difficulty to **place/time/taboo** . If you hit: **SV 16–20 / 20–25**
- **EM Lever (default):**
 - *Range* (×2 / +5 m / +1 jump)
 - *Duration* (extend 1 step: instant → round → stage → seasonal wound)
 - *Effect level* (+1 step damage/bonus/number)

Keep the pace: 1–2 highlighted rituals/arcs are enough. Common scenes are driven by 1–3 FP effects and tactical choices.

Sacred Mirroring (Palette Swap)

Take any profane effect and give it a sacred flavor/requirement:

- **Twilight Veil** → **Cloud of Cadence** (incense, choral score; helps the brave, calms panic).
- **Chain lightning** → **Thunder of judgment** (righteous roar – first strikes the one who lied/broke an oath).

- **Binding seal** → **Sanction** (seal with sacred symbolism; broken with confession or sacred key).

Sacred taboos: clean hands, fasting tongue, directed prayer, relic in a circle.

Quick example – from declaration to effect

1. **Magician:** "I cast **Twilight Veil** (2 FP) to cover the passage."
2. **SL (lever):** "EM gives + size ." SV is set to **15 (Heroic 13 + darkness +2)** .
3. **Hit:** 1T20 + **Magic Attack** + INT .
4. **Hit:** +5 over → the zone becomes **4×4** and dampens the guard's shot **-2** .
5. **The guard performs countermagic (reaction):** fails → the veil lies.

Quick window (for printing)

1 FP trix: small effects, SV 10–13 (H) / 12–15 (S)

2–3 FP: zones, grips, chains, buff/debuff, SV 13–16 (H) / 15–20 (S)

Ritual 2–5 FP + time/place/taboo: large impact, rarely hit, build fiction

EM +5: +Range *or* +Duration *or* +Effect level

Held effect: binds **1 FP**

Against Magic (reaction): Magical knowledge/Mental strength → stop/weaken

0 FP – Cantrips (risk: minor disruption if you fumble)

- **Spark & Glow** (light/flame, extinguish hand-sized candles, 1 scene).
- **Gust of wind** (press lightly: move loose supports, extinguish the torch).
- **Voice sound** (distorted voice, whisper up to 10 m).
- **Light mark** (mark surface/object; visible to you and your boundary).
- **Clean writing** (clean/smudge/stamp a symbol).
- **Taste of truth** (brief glimpse: the object's most recent handling – 1 detail).
- **Harness** (allows a thin string/rope to move easily over 1–2 m).
- **Holy variant:** **Blessed spark** , **whisper of peace** , **sign of truth** .

1 FP – Fast work (1 act, often 1 scene long)

- **Magic Shot** (difficulty-based "nudge": +1 on next ally physical action; EM +5 ⇒ +2).
- **Twilight fog** (3×3 m veil; visibility –2 through; wind decreasing).
- **Chilling Grip** (light damage 1D6 or –2 resistance to grip/paralysis 1 round).
- **Lock pick** (open simple mechanism; "master class" locks require EM +5).
- **Hearing port** (hear through door/wall ≤ 0.5 m; 1 minute).
- **Shield Edge** (magical –1 damage against next hit on a target person).
- **Phase slip** (ignore single terrain obstacle once; not wall).
- **Holy: Small Miracles , Comforting Words , Spark of Peace** (light social +1; see themes).
- **Spark Splash** (range 10 m; 1D6 light damage, ignites dry material; EM +5 ⇒ also –1 on target's next blinding effect).
- **Dizziness** (target makes SV vs. magic; if missed –2 on attacks for 1 round of dizziness; does not hit undead/constructs).
- **Cutting wind** (line 6 m × 1 m; 1D6 light damage; line visibility –1 to end of scene; wind subsides).
- **Ground hook** (pulls a target 2 m towards you or stops a movement; large target makes SV; EM +5 ⇒ 3 m).
- **Resonant Shock** (if target is wearing metal: +1D4 extra light damage; otherwise +0; does not harm friend).
- **Blood Bond (Risky)** (on hit: target gains –1 to all CVs against blood magic for the rest of the scene; holy protection grants +2 against this).
- **Runblink (Reading Wing)** (move 2 m without Reaction; EM +5 ⇒ 4 m but leaves a short blinding trail, vision –1 there 1 round).
- **Stone flake** (magical shard 1D4 as "shield": –1 damage against the next two hits on you/ally; disappears after the scene).

- **Shadow Strike** (first successful melee attack this round deals +1 damage; against light source within 3m $\Rightarrow$ +2 instead).
- **Root grip (flow)** (roots/clings up to 3×3 m; moving obstacle: difficult terrain + SV or fixed in 1 round; fire streets).
- **Frost Duck** (cone 4 m; 1D6 light frostbite; wet ground becomes slippery: Acrobatics/SV when dashing or falling).
- **Ash Flower** (circle in 3 m; vision -1, stealth +1 for friend; wind dissipates; fire in zone gives fog glow: attacks from within -1).
- **Echo Strike** (next time the target takes damage this round: +1D4 echo damage; against magical constructs: +1D6).
- **Rain of Needles** (swarm of projectiles at a target within 15 m; 1D6 light damage; armor 2+ reduces by -1).
- **Movement advantage** (you/you gain +1 on the next maneuver (feint, push, grab) this round; EM +5 $\Rightarrow$ +2).
- **Cutting Aim** (ignore up to -2 in aiming mode for a single shot/rod; this action lasts).
- **Fear Shift** (illusionary jerk: a target's SV or becomes afraid: -1 on attacks against you for 1 round).
- **Roundhand** (on hits: choose to change damage type to blunt/sharp/cold/fire/lightning (light) to bypass resistance).
- **Shockwave (short)** (about 2 m around you; puts small/medium at the edge: 1-2 m and -1 on next action; large does SV).
- **Glow point** (mark area Ø 1 m within 12 m; first person to step in takes 1D4 light fire damage; mitigated by water).
- **Lightning Link** (pair yourself + a friend: the first time either of you hits next round, the other gets +1 on their next attack).
- **Purification Ring (Holy)** (demoralizes shadow/undead: -1 on their next action; humans: no damage but -1 fear negated).
- **Turn of the wheel** ("dice roll" for friend: reroll 1st d6 on damage/tool this round; take better).

- **Gravel to glass (rune magic)** (temporarily makes 0.5 m² of material brittle: +1 on next break/crack/penetration against the surface).
- **Wavebow (flow)** (water whip 20 feet; 1D4 light damage and extinguishes small fire; wets target: next cold/lightning hit +1).

Thematic variants (optional, same cost)

- **Holy:** *Mild banishment* (undead/shadows -2 on next SV for 1 round), *Heartbreak* (+1 on morale/"stand firm" for ally).
- **Rune magic (Lasteveng):** *Mark* (place a visible runic sigil: -1 to the target's stealth ability for the rest of the scene), *Edgeform* (+1 to parry with shield/weapon this round).
- **Flow (rivers/light guide):** *Sawdust* (soaked targets get -1 on actions requiring speed for 1 round), *Flower Screen* (2×2 m obscures petals; visibility -1; wind dispersion).

Notes for SL/design

- All of the above are **1 action** , **1 FP** , duration **often 1 scene** or **1 round** where indicated, in line with the Basic Book's fast-paced work and combat pace. Adjust SV according to your chosen SV mode and remember the mishap table for fumbles.
- **with Holy / Rune Magic / Flow** follow the philosophy and expression of established factions (Lasteveng's Rune Brothers, Light Line, etc.). Use them for color, not extra cost.

2 FP – Stage work (powerful, control/tools)

- **Binding Sign** (prevents 1 target from leaving the zone; Mental Strength is broken).
- **Illusory wall** (3×3 m visual illusion; intuition can reveal).
- **Counterwave** (reaction: **Countermagic** against current roll; succeeds ⇒ extinguishes/halve).
- **Fire responds** (1T8 AoE small zone; Reflex can be halved).
- **Stone Skin** (-2 damage to the wearer in this scene or 3 hits, whichever comes first).
- **Quickrun** (initial +2 for 1 ally this round; then +1 for the rest of the stage).
- **Sleepiness** (sleep/lethargy on weak targets; stronger ones do VIL tests).

- **Holy: Blessing** (+1 on three selected hits during the scene), **Ritual Trainer** (break profane influence).
- **Shadow Corridor** (creates a 1m wide "dark passage" 6m through difficult terrain; friends ignore difficult terrain in the passage; light source EM +5 can partially dissipate).
- **Silence trap** (Ø 5 m dome that attenuates sound; listen/see through -2 from inside; loud noises from outside require sound penetration without visibility).
- **Chained mark** (choose two targets within 10 m: when one is hit, the other gets -1 on the next defense; breaks if either is out of sight).
- **Ground poles** (set up 3 low obstacle lines (3 m each) that provide half coverage and create difficult terrain; heavy impacts can knock a pole over).
- **Big-Eye's Calm** (reaction to weather effects, smoke or fog: stabilizes a 5×5 m zone (normal visibility) for the rest of the scene; EM +5 ⇒ 8×8 m).
- **Mountain of Light** (places a fixed "anchor point" on any surface; allies gain +2 when climbing/jumping to this point; an enemy passing by reflexes or stops 1 m before).
- **Cold fire** (cool zone Ø 4 m: fire goes out, water freezes thin; creatures take -1 on agile actions; fire attacks in the zone -1 damage).
- **Echo's ban** (target location Ø 3 m: voices lying there lose conviction (social -2); Intuition gains +2 to sense falsehood in the zone).
- **Illusion Train** (place three simple illusions in a row (human-sized) that follow a preset route; moving decoys that can attract fire/attention; simple touch reveals).
- **Link to Steadfast Mind** (2-3 equal allies: first fear/confusion towards someone in the band gets -2 effect; broken if someone becomes unconscious).
- **Runebar (Lasteveng)** (marks a door/opening: first hostile magic through the opening surfaces -2 and requires counter magic attack (check to penetrate)).
- **Rivlar** (draws a 6m stream of clear water: extinguishes minor fires, grants +1 to tracking/healing that uses purification; lightning/chill grants +1 against wet targets).
- **Letter via wind** (send a whisper with a simple phrase to a known point within 200 m; the recipient hears your voice in their ear; strong wind/stone wall > 1 m may break).

- **Time delay (micro delay)** (select an object /door /elevator: delays the next "open"/"close" attempt by a short time wave; the attacker loses their prepared action if it fails).
- **Swamp Binding** (turn 4×4 m of land into a sucking swamp: difficult terrain + SV or get stuck; fire/hot ash reduces the effect).
- **Break the link** (reaction to formation/maneuver: breaks a group's "common turn" this round; they act individually the next turn).
- **Scaly Serrated Shield** (on a wearer: the first three hits that would otherwise cause Critical Hit damage lose one step in a row (dizziness/bleeding) if the save is successful; then the shield disintegrates).
- **Illusory Soul** (places a "spiritual double" that copies simple movements; deals -2 on the enemy's first ranged shot against the wearer in this scene).
- **Ash rain** (Ø 6 m light fall of hot ash: visibility -1, fire trails visible; water jet/fog can disperse; wind can move the zone 1–3 m/turn).
- **Phase box** (delimit a 2×2 m area: teleportation/"shadow step" cannot start/end in the box without a VIL hit; broken if the box is covered by a holy symbol/anti-magic rune).

Sacred (thematic stage works – same cost)

- **Sign of stillness** (abstinence from violence in Ø 4 m: attacks -1 and first bloodshed require WILL to "go through"; broken in case of obvious evil).
- **Guard of Truth** (zone where lies bite worse: social attempts to deceive -2; true confession gives +1 in subsequent negotiations).
- **Ritual Training** (improved variant of Ritual Training: also breaks weak curses in place and dampens shadow remnants (-1 to their threat image on stage)).

Rune magic (Lasteveeng – same cost)

- **Control Flow Seal** (choose a weapon position or gate: allies get +1 to break/lift/wedge here; enemies rushing towards the surface require reflex or stop).
- **Pattern Lock** (diagram on floor 3×3 m: first enemy to enter makes WISH; miss ⇒ moves in predetermined direction 2 m, like a subtle "move").

Flow (Rivles/Light Line – same cost)

- **Source of Life** (small source (Ø 1 m) that gives +1 to healing and stabilization in the zone; undead take -1 to actions in its light).

- **Green Shield** (sprouting wall 4×2 m of vines: half coverage, can be climbed with +2; fire consumes it in 1–2 turns).

Design Notes (brief): Each effect is intended as **a powerful control/tool** and works well with the tempo of the scene, SV modes, and reaction play (parry/countermagic/shield). Ongoing effects bind FP until released, per the FP rules in the core book. EM (+5) can, where noted, enlarge the area or sharpen the degree of the effect.

3 FP – Game Changer

- **Doomsday Clock** (fear shock for 5 m; WILL to remain standing; miss ⇒ flee/strike).
- **Shadow Step** (teleport 6–8 m to the target location; leaves are oaks).
- **Storm channel** (line 10 m, 1T10 and pressure; Reflex halves).
- **Soul Barrier** (+2 vs. Mental Magic Defense for the rest of the scene for the target/ally).
- **Chain Lightning** (hits 1–3 targets within 3 m; deal 2D8).
- **Holy: Call** (evoke a short-lived holy manifestation that does 1 of: heal 1D6 VP on 2 allies, break fear in the zone, or curse violence in 1 zone: –1 attacks).

Rituals (time and requirements; failure has consequences)

(Often requires “ritual meanings”/sacred symbols).

- **Band of Truth** (2 FP, 10 min, symbol; in the ring +2 to see through lies).
- **Lock seal** (2 FP, 10 min, wax/seal; door requires +5 SV to break).
- **Watcher's Eye** (2 FP, 10 min; small warning alarm for 8 hours).
- **Blessed Field** (3 FP, 30 min; zone that gives +1 to Healing and stops spirits).
- **Banrite** (3 FP, 30 min; drives out a specific creature type if it misses VIL; otherwise –1 to threat in zone 1 scene).
- **Harvest of Memories** (3 FP, 30 min; read 3 key images from the object's past).
- **Iron Seal** (4 FP, 1 hour; locks a magical phenomenon, requires countermagic to break).

- **Route Shift** (4 FP, 1 hour; shorten/reroute the journey: –1 shift if the fiction supports it).
- **Great Purification** (4 FP, 1 h; cleanses damaged area; FRP/reputation impact can be triggered).
- **Peace Band (Holy)** (3 FP, 30 min; do not start combat in the zone without a VIL test).
- **House Blessing (Holy)** (2 FP, 20 min; +1 to fear/darkness in the shelter for 1 night).
- **Consecration Source (Holy)** (5 FP, 1 hour; creates temporary holy water point with 1–3 "charges" against undead/contamination).

3) Magical Misadventures – complete table (optional module – suggestion)

When to strike? On **fumble (nat 1)** on magic, on **overexertion** (strike when you have **0 FP** , or press "+wrap" with KP risk), or when the fiction is **disturbed** (cursed place, incorrect seal). *(The core book says that fumble opens up complications; this table specifies magical complications.)*

Mitigating measures: **Magic** or **mental strength** can make a save/test (SV according to SL; Heroic/Forced) to **mitigate** or **redirect** the result. **Against Magic** can neutralize certain effects if the reaction window exists.

1T20 Magical Misadventures

1. **Power Leak:** Lose **1D4 FP** immediately (can become negative ⇒ see #5).
2. **Resonant Wound:** –1 on next **magical attack** / liturgy hit during the scene.
3. **Deaf Phase:** Your magic is heard/smelled – revealing you; +2 to enemies who detect you.
4. **Fluttering Seal:** Effect halved (range/duration/number).
5. **Deficit:** You go to **–1 FP** ⇒ take **1 KP** and hit #1 again (chain no more than 2 times).
6. **Error channel:** The next roll in this scene is with **–2** (does not stack).
7. **Minor setback:** Take **1D4 VP** as mental heat; EM +5 on save ⇒ only **1 VP** .
8. **Unwanted echo:** A minor variation of the effect is reflected within 5 m on random targets.
9. **Taboo rispa:** Social shadow: –1 if negotiating with witnesses at the scene (sacred: risk of internal church discipline).
10. **Elemental Spratt:** Minor phenomena (sparks, ice breath, shadows) interfere – you get **–1 on actions that require concentration** for 1 round.
11. **Leaky Seal:** An enemy in sight gains **+1** to **Against magic** against you during the scene.
12. **Fragile Bond:** All **held effects** require concentration – released if you take KP.

13. **Vildsvall:** The effect's **goal changes** (SL chooses the most reasonable).
14. **Ritual Tank:** The Tools Burn Out; **Ritual Kit** loses 1 "charge"/use.
15. **Karmic whiplash:** The fiction risks the place/person being guilty of **liability/reputation** (SL **provides concrete consequences in the scene**).
16. **Breath:** Smaller creatures are noticed; attracts unknown spirits in the near future.
17. **Break free:** You **lose your grip** (fall, drop an object) or **lie on** your stomach – choose an option. (Synchronizes with follow-up types.)
18. **Spark to Fire:** If fire/energy: create **dangerous zone** for 1 round (1D4 damage; Reflex halved).
19. **Soul burning:** **-1 FP max** until **long rest** + stable care/rit (can be stacked 1 time).
20. **Major setback:** Take **1D6 KP** or drop 1 stance/effect of your choice and take **1D6 VP** ; also **Echo (#8)** .

Optional sharpness (sharpening mode): Add +2 to the attack when fumbling in the cursed zone/pressured throw.

Quick Practice (how to run in the scene)

- **Declare the lever for EM** before impact (range/duration/effect).
- **Against Magic** can be taken as **a reaction** when someone casts or an ongoing effect continues.
- **Rituals** require time/place/tools according to the fiction; certain locations provide benefits or extra costs.

Chapter 9

Bestiary and Creature Mall

Introduction: Creating Monsters & Creatures in RedelfWorld

The purpose of this section is to give each creature a **clear identity** and at the same time **make it easier for the Game Master (GM)** to use the natural in speech and description at the game table.

Here is an explanation of what each field is used for, based on the instructions in **Appendix C** .

Name fields – How to use them

Formal name

This is the creature's "real" name - the official term used as a heading in the bestiary or rulebook.

Example: Draug , Cave Troll , Hulder .

Popular name / Nickname

The folk name gives atmosphere and color to the world. It is what farmers, soldiers or superstitious villagers say in everyday speech.

It helps SL to improvise lines and dialogues with a local touch.

Example: Instead of "Beware of the Draugen!" a villager can say "Beware of the Kallgångaren!"

Plural

The plural form is useful for adventure writing and oral storytelling. It makes it easy to know what a group of creatures is called – for example, *several Draugar* or *several Draugr* – which creates more consistent language in the game.

Pronunciation (optional)

A pronunciation aid is **invaluable** for complicated fantasy names or foreign words. It helps players and SLs pronounce the words the same way – especially for names taken from other languages or folktales.

Examples: [dra-ong] for Draug .

Example from the rules: *Draug*

This is what it looks like when the fields are filled in for a specific monster in the bestiary:

- **Formal name:** Draug
- **Popular name:** Cold runner
- **Plural:** Draugar
- **Pronunciation:** [dra-ong]

Role / Threat Level – What the creature does in combat

This section of the bestiary template helps the Gamemaster (GM) quickly determine **how a creature should be used in the game** , especially in combat. The purpose is to define different

functions and challenge levels , as well as how many are appropriate to use against a standard group of 3–4 characters.

The purpose of roll classification

All monsters in RedelfWorld are assigned a **Role / Threat Rating** – which describes their **tactical function** rather than just their strength. It's not just about values – it's about how they affect the gameplay experience.

The four roles

Favorite

- Going down quickly.
- Creates pressure through **numbers** , not through individual strength.
- Poses a threat in a group but is rarely dangerous alone.
- Perfect for ambushes, hordes and crowd scenes.

Common

- Standard Opponent.
- Can win against an RP in case of bad dice roll or if the RP is injured/tired.
- Suitable for various scenes: sentries, raiding gangs, patrols.

Elite

- Serious threat, often a "**mini-boss**" .
- Does well alone against multiple RPs.
- Often has unique characteristics or tactics.
- Suitable for scenes focusing on a specific creature.

Solo

- A "**stage monster**" or boss.

- Designed to keep the scene alive for multiple rounds.
- Has very high VP and often multiple skills, attacks or effects.
- Carries the entire drama of the battle on his shoulders – often the last obstacle in an act.

Recommended quantity – Quick rule of thumb

To balance meetings, we recommend the following number per 3–4 players:

- **Roll / Threat level**
 - Mark: **Minion / Regular / Elite / Solo**
- **Recommended number against 3–4 RP:**
 - ◦ **Minions:** 4–8
 - ◦ **Usually:** 2–4
 - ◦ **Elite:** 1–2
 - ◦ **Solo:** 1

(Adjust according to the level of the group and the difficulty of the scene.)

Environment / Faction

- **Primary environment:** (forest, swamp, mountain, ruins, city, ocean, underground, other)
- **Secondary environment (optional):**
- **Faction / Affiliation:** (cult, noble house, tribe, guild, pack, lone wolf)
- **Relationships:** e.g. "hates wood elves", "serves the Dark Order"

Size / Type

- **Size:**

- Pytte (rat, crow)
- Small (dog, troll)
- Medium (human, wolf)
- Large (warhorse, troll)
- Enormous (giant, dragon)
- Colossal (the mountain itself, out of being)

- **Type:**

- Animals / Beasts
- Human(un)identity
- Undead
- Spirit / Elemental
- Demon/Hell creature
- Construction
- Plant creature
- Swarm
- Other: _____

Concept in fiction

- **Core sentence (1–2 sentences):** Write what the creature does and why it is a threat.

Example: "Hunts in packs and tries to tear apart prey. Wounded individual explodes in corrosive mist."

- **Keywords (3–5 words):**

e.g. contagious, fanatical, quiet, herd, afraid of fire

- **Typical scene:**

1–2 lines about how the players usually encounter it (assault, ritual, ambush in ruins, etc.)

Quick statistics

Design mindset: 5 quick questions

Stuck with a blank stat block? Here are five quick questions you can ask yourself to fill in the correct values in seconds—without counting attributes or browsing tables. Use as a shopping mall when creating a new monster or customizing an existing one.

1. Initiative – Who will be the fastest?

Question: Should the monster be able to run ahead of the characters, or be heavy and slow?

Response:

- **Fast:** +2 to +5 (e.g. wolves, scouts, air creatures)
- **Equal:** +0 (typical soldier, animal)
- **Slow:** –1 or –2 (zombies, golems, trolls)

2. VP – How long should it stand?

Question: How many rounds should it survive against 3–4 RP hitting hard?

Response:

- **1 round (cannon fodder):** *Minion* (8–12 VP)
- **2–3 rounds (worthy resistance):** *Regular* (14–18 VP)
- **Full battle (miniboss):** *Elite* (20–26 VP)

- **Epic final battle:** *Solo* (30+ points)

3. KP – Do we need wounds & bleeding?

Question: Should it be able to bleed, have broken bones, or take critical damage?

Response:

- **Yes:** Give 3–6 KP (named enemies, bosses)
- **No:** Write “–” (for hordes, animals, swarms)

4. Carrying – Does carrying ability matter?

Question: Is it relevant how much stuff it carries/tows?

Response:

- **Yes:** Place 8–12 places (e.g. soldiers, pack animals)
- **No:** Write “–” and use common SL sense.

5. Armor & Shield – How does it feel to hit it?

Question: Should it feel beefy, armored, or like an armored car?

Response:

- **Soft:** *None* (0) or *Light* (–1)
- **Equipped:** *Medium* (–2) or *Heavy* (–3)
- **Tactical:** Give *Shield* if it should be able to deny 1 hit/turn (requires free hand + parrying behavior)

Initiative

- 1T20 + SMI (+ any bonus from trait/talent)
(e.g. "Initiative: 1T20 + 2" for fast enemy)

VP (Vitality Points): _____

(External buffer – fills quickly between scenes)

KP (Body Points): _____ or –

(Only if wounds are to be counted. Put "-" for minions.)

Board / Cargo (slots): _____ or –

(Only insert if relevant to what it is carrying/towing.)

Rust

- Type: None / Light / Medium / Heavy / Natural

- Reduces damage by: -1 / -2 / -3

Example: "Armor: Light (leather, -1)"

Shield

- Has shield / Doesn't have shield
- Effect: Shield (Reaction): -1 damage level per 1 hit/turn

Are you quickly throwing out a new creature on the fly? Use this method to go from idea to battle-ready opponent in 60 seconds.

1. Concept

What is it? Say a sentence out loud.

Example: "A flying fire lizard that hunts thieves."

2. Level (Hot degree)

Set both VP and target values (attack/defense):

- **Common:** +4 • 14–18 VP
- **Elite:** +6 • 20–26 VP
- **Solo:** +8 • 30+ VP

3. Hardware (Damage & Armor)

- **Damage:**

- 1D6 (easy)
- 1T8 (medium)
- 1T12 (heavy)
- **Rust formation:**
 - 0 (none)
 - -1 (easy)
 - -2 (average)
 - -3 (heavy)

4. Special features

Choose 2–4 that change the fiction.

Example: Flight, Fear, Fire Immune, Swarm

5. Defense

Set three values:

- **MF Phys / Mental / Reflex:**
Use the guideline value from step 2 (ex: +4)

6. Run!

- **Tactics:** A sentence about behavior.
“Attack from above – throw fire from the rafters.”
- **Stage Threat:** A twist to activate.
“Sets the room on fire after 1D4 rounds.”

Defense values – Protection against magic, traps and area attacks

These values are used to determine **how difficult it is to affect the impact** with magical effects, traps, or area attacks.

They act as **Difficulty Values (DV)** that players must hit against, or as **bonuses** if the creature itself makes a resisting hit.

1. MF Phys – Physical Magic Defense

Description:

Protects against magic that has **physical form or power** .

Use against:

- Magic rays
- Project Manager
- Physical throw
- Line striker

Guidelines (based on threat level):

- **Common:** +4
- **Elite:** +6
- **Alone:** +8

Adjustment:

+2 if durable, -2 if fragile.

2. MF Ment – Mental magic defense

Description:

Resistance to **mind influence and illusions** .

Use against:

- Charm
- Fear
- Illusionist
- Mental dominants

- Mind reading

Guidelines:

Same as MF Fys:

- **Common:** +4
- **Elite:** +6
- **Alone:** +8

Tip:

+2 if the creature is **stubborn, strong-willed, or spiritual** .

3. Reflex – Speed in Danger

Reflex measures how quickly the creature is able to dodge, dive for cover, or react instinctively when the ground explodes or a trap is triggered.

When is reflex used?

You use the reflex as:

- **Difficulty value (SV)** that players are hitting, or
- **Bonus** on a resisted hit that the creature itself makes.

Reflex use:

- **Area of Effect (AoE):**
Dragonfire, exploding barrels, magical storms.
- **Traps:**
Trapdoors, wall spears, falling nets.
- **Explosions:**
Anything that requires you to throw yourself flat or to the side.
- Guidelines – Base levels by threat level

To avoid having to calculate exactly, there are ready-made standard values:

Threat level	Reflex Value	Example
Common	+4	A standard warrior, an animal.
Elite	+6	A recognized predator, experienced opponent.
Solo	+8	A boss, a legendary being.

Adjustment – Fine-tune according to physics

Adjust the base value to reflect the creature's body type:

- **Quick / Agile: +2**
E.g. elf scout, cat creatures, wind spirits.
Example: A **Normal** fast creature → Reflex +6
- **Clumsy / Slow: -2**
E.g. zombie, stone giant, golem in heavy armor.
Example: An **Elite** slow creature → Reflex +4

In-game examples

Players throw a **fireball (AoE)** where a **Giant** and a **Goblin** are standing.

- **Giant** (Elite, but slow)
Reflex: +4 (Base +6, -2 for large/slow)
- **Goblin** (Common, but quick)
Reflex: +6 (Base +4, +2 for quick)

Result:

It is therefore much easier to hit the giant with fire than the quick-witted goblin.

Game Application

- If a player throws **fireball (AoE)** → use **Reflex** as a SV or counterattack.
- Trying to **scare** the monster → use **MF Ment**.
- If the effect is a **magic projectile** → use **MF Phys**.

Benchmarks

- **Common:** +4

- **Elite:** +6

- **Solo:** +8

(Adjust ± 2 if necessary)

Attack

Melee

- Strike/Attack: 1T20 + Melee + STY/SMI
- Damage:
 - Light Weapon/Claw/Bite: 1T6
 - Average: 1T8
 - Heavy/Two-Handed Weapon: 1T12

Distance

- Hit/Attack: 1T20 + Ranged Weapon + SMI
- Damage:
 - Luggage, Javelin: 1T8
 - Crossbow: 1T10
 - Small projectiles/spit venom: 1T4–1T6

Magic – How the creature uses magical abilities

This section of the bestiary template is used to define **how monsters or SLPs use magical attacks in combat** – including the type, formula, damage type, cost, and ongoing effects.

What each field means

Strike – Attack with magic

Formula: 1T20 + Magic Attack + INT/WIL

- Roll a 20-sided die.
- Add to the creature's **Magic attack** (often +4 for Common, +6 for Elite).
- Add an **attribute** :
 - **INT** = Learned magic (e.g. wizards, necromancers)
 - **WIL** = Inner power or sacred (priests, spirits)
- The result is compared to the target's defense, e.g. **MF Fys** or **Reflex** .

Damage – Type and amount

Here you are angry:

- **How much damage:** Regular dice:
 - 1D6 = light effect
 - 1T8 = dimensions effect
 - 1T10 = powerful effect
- **What type of injury:**
 - *Fire* – can expect things
 - *Refrigerate* – can freeze the mark
 - *Shadow, Holy, Necrotic* – affects sensitive targets
- The type matters – some enemies have **resistances or weaknesses** .

FP cost – How much power may be required

Magical creatures pay **Focus Points (FP)** for their spells.

- **1 FP:** Lighter magic or quick effect
- **2–3 FP:** Powerful effects that change the scene (explosions, illusions)

Ongoing effect – Binder FP

If the magic lasts over time:

- The creature binds **1 FP** as long as the effect is active.
- Examples: *Mental Domination* , *Wall of Fire*
- The creature cannot regain or use that FP for anything else before the effect ends.

In-game examples

An Elite Necromancer casts “Death Ray”:

- **Hit/Attack:** 1T20 + 6 (INT)
- **Damage:** 1D8 necrotic (ignores living armor)
- **FP cost:** 1 FP

Traits – The creature's unique behavior and mechanics

Traits are used to give each creature a **unique mechanical personality** that directly affects how players must interact with it. They are not just numbers – they are rules for how the creature moves, fights, and interacts with the world.

What are Special Features?

You typically choose **2-4 traits** for a monster. These act as exceptions or additions to the basic rules and create a clear distinction between different types of opponents.

A battle against a *Swarm* feels completely different than a battle against a *Giant* , even though both have the same VP.

Examples of features

Horror (*Mentally MF*)

A psychological effect as dangerous as physical harm.

- **Effect:** The characters must make a **Fear check** (against MF Ment or VIL) when they encounter the creature.
- **Consequence:** On failure, they become *Slashed* (–1 on all hits), flee, or freeze to ice.
- **Suitable for:** Ghosts, dragons, demons, supernatural creatures.

Swarm

Not an individual – but a wave of bodies.

- **Hard Hit:** Halved (or zero) damage from single attacks.
- **Sensitive to AoE:** Full or double damage from area attacks.
- **Suitable for:** Rats, insects, spirit swarms.

Gift

A hit is just the beginning of the problem.

- **Effect:** In case of damage (CP hit), a sequence is triggered:
 - *E.g. 1D4 extra damage per round*
 - *Condition:* Fatigue, hallucinations, paralysis (UTH test).
- **Suitable for:** Spiders, snakes, assassins.

Flight

The creature controls the air – and the fight.

- **Mobility:** Ignores obstacles, terrain, gaps.
- **Hard to reach:** Cannot be reached in close combat unless it dives.
- **Suitable for:** Harpies, griffins, bat vampires.

Ethereal

Part of another reality.

- **Intangible:** Requires magical attacks to be damaged.
- **Defense:** High Reflex, often "Armor: Light (Ethereic -1)".
- **Passage:** Can walk through walls, doors, and obstacles.
- **Suitable for:** Ghosts, shadow creatures, elementals.

More features to choose from

Feature	Effect
Scope	Can attack from 2–4 meters. Strikes without being able to be reached.
Drilling	Ignores 1 level of armor. Effective against armored targets.
Dig (Hole)	Can move underground. Appears behind enemies.
Camouflage	–2 (or more) on discovery attempts in the home environment.
Resistance	Halved damage from e.g. fire, cold or shadow magic.
Immunity	Totally unaffected by a certain type (e.g. gift, charm).
Sacred/Shadow	Reacts to sacred places/ shadow forces – can provide bonuses or vulnerability.
Resonance	

Tactics & Stage Threats – How the monster acts and how the battle changes

The **Tactics & Stage Threats** section is there to help the Game Master (GMM) bring the creature to life in combat. It's about going from *what it is* to *what it does* – making every encounter memorable and dramatic.

Tactics – The Battle Script

This is your game plan for how the creature will perform in battle. It's not just about rolling dice - it's about thinking like the monster.

Please write the following parts:

- **Opening move:** What does it do first in battle?

Example: "Shoots from ambush" or "Rushes straight in with a roar."

- **Reaction to damage:** Does it become angrier, more dangerous – or do you retreat?
For example, a berserker that gets a bonus when damaged.
- **Stamina / Morale:** Does it fight to the death? Or does it flee at 50% HP?
For example, undead always fight to the last breath, while predators retreat.
- **Terrain:** How does it use its surroundings?
Examples: "Drags prey into the water", "Climbs onto the roof", "Hides behind statues".

1D6: Random Reaction to Damage (Suggested Table)

If a monster lacks a prescribed reaction, turn this table the first time it takes damage (or when it loses 50% of its VP).

1. **Survival Instinct (Flight/Surrender)**

The monster realizes that the prey is too dangerous. Therefore, it retreats, tries to escape the scene, or is forced to make a Morale Check (VIL) to avoid surrendering. This works just like the Wreck Raiders in Eldervane.

2. **Defensive Panic**

The creature retreats and assumes a defensive position. At the same time, it actively uses the terrain to hide behind statues, climb onto the roof, or create distance from the attacker. In this way, the battle quickly shifts from pressure to positioning.

3. **Tactical Shift**

The monster suddenly changes its behavior in order to survive. Therefore, it uses a tactical maneuver (such as pushing or grabbing) to disrupt the player, or switches from melee to ranged combat. The result is that the player must immediately reevaluate their tactics.

4. **Rage (Berserk)**

The pain makes the creature furious and more dangerous. As a result, it immediately gains +1 damage on its next attack. This is a behavior that the Coastal Cave Troll uses.

5. **Escalation / Calls for Help**

The creature roars in pain, triggering an immediate Scene Threat. This could mean 1D4 new enemies (reinforcements) arriving after 2 rounds, or it knocking over something that triggers an environmental hazard. This can turn the battle from a duel to chaos in an instant.

6. **Death Defiance (Fights to the End)**

The monster completely ignores damage and fights even more fanatically. It fights until its very last breath without ever backing down. This is also a classic behavior for undead like the Draugen/Kallgångaren.

Stage Threat – When the Battle Takes an Unexpected Turn

Stage Threats are dynamic events that can be triggered during combat, creating surprises, pressure, and drama that will keep both players and SL on edge.

Near trigger scene threat?

You can use stage threats in response to:

- **Time:**

"If the battle lasts more than 3 rounds..."

- **EM (Effect Margin):**

"A very successful attack creates a forceful blow that cracks the floor..."

- **Fumble:**

"If the monster fumbles – it knocks over a lantern and starts a fire."

Examples of stage threats

- **Reinforcement:**

"The creature howls – 1D4 new enemies arrive after 2 rounds."

- **Environmental Hazard:**

"Every time it bleeds, a corrosive puddle is created that deals 1D4 damage to anyone who touches it."

- **Alarm clock:**

"The sound of battle awakens something greater deep within..."

Summary

- **Tactics** = What *the creature* does – its behavior and goals.
- **Scene threat** = What *the environment or story* does – when the world reacts.

Reaction to crit/fumble

Write typical critical effects or mishaps, e.g. *"loses grip"*, *"rushes too far"*, *"breaks claw"*.

Tracks, Change & Resonance – Before and After the Battle

This final part of the bestiary template isn't about the battle itself, but rather what the creature **leaves behind in the world**—both physical and spiritual. It creates a context where the monster isn't just an obstacle, but part of the story.

Tracks – Ominous and moody

Write down what the creature leaves behind in the environment. Use it **before** the players encounter the monster to:

- Construction voltage
- Provide protection
- Create uses for skills like *Survival* or *Intuition*

Example:

- **Physical:** Scratch marks in stone, slimy tracks, cold that sucks the heat out of the air.
- **Sound/Smell:** A metallic ticking, flashes from nowhere, stench of rot or sulfur.

Game tip:

Don't say "You see a giant spider," instead say:

"The ceiling and walls are covered in webs. A quiet, soft scraping is heard from above."

Loot – Resources, Trophies, and Crafts

Write down what you can take from the creature – physical or magical. This is not just a reward, but a driving force for hunting and research.

Example:

- **Organic:** Teeth, horns, scales, venom glands, claws.
- **Magical:** Ectoplasm, shadow crystals, a burning core.

Use:

- Players with *Alchemy* or *Crafting* can use it for potions, elixirs, weapons, or sell to the right buyer.
- Also functions as a plot hook – "We need three Harpyclaws to brew the Panacean".

Resonance – Karma and Consequences

Some encounters leave traces in **the world's morality**, not just in the environment. This field reminds SL that the creature's fate can affect:

- The Karma System

- Reactions of factions
- Divine attention

Example:

- **Negative:** Killing a *holy guardian* can give –Karma or create enemies among the druids.
- **Positive:** Showing mercy to a tormented spirit can bring Karma or an unexpected ally later.

Tip:

Resonance is your signal as the GM that this monster is more than a dice target. If the players choose – there are consequences.

Region SV squares

Plug-in for SL – connect feeling to mechanics

This module helps you communicate the unique feel of a region directly through rules. Instead of just describing the environment with words, let **the SV (Difficulty Value)** reflect what is easy or dangerous here.

How it works

1. The best is campaign level:

- *Heroic:* SV = 13
- *Sharpened:* SV = 15

2. Use the region's SV box:

The table shows how to adjust the Difficulty Value (SV) – lower the SV by 2 for actions that are easier, and increase by 2 or 4 for those that are more difficult.

3. Show the players:

Feel free to place the square visibly on the table. It signals:
"Here it pays to be stealthy – but magic is dangerous."

Rivles – *The Heart of Magic*

An ancient forest where the veil is thin. Spirits watch and paths move.

Management	SV mode	Comment
Liturgy / Purification	-2	The place wants to be healed. Holy actions are responded to.
Navigate	+2	The paths change. The forest leads astray.
Sneak / Hide	+2	The forest gossips – light and sound reveal.
Magic sensation	-2	Magic is clearly felt. The veil is thin here.
Karmic effect: Harming living nature results in immediate –Karma.		

Talgtoks – *Shadow Desert*

A land ravaged by cults and magical storms. Here the will is tested.

Management	SV mode	Comment
Mental strength	+2	Shadows whisper, confuse and seduce the mind.
Shadow Magic / Occult	-2	Dark forces are present – but dangerous.
Survival	+4	The environment is deadly: toxic water, cutting winds.
Social (Threat)	-2	Here, violence is respected before words.
Scene Threat: On <i>fumble</i> in magic: A Shadow Storm moves in – 1D4 damage/round for unprotected.		

Eldervane – *Mist Coast*

Wind-swept cliffs and fog-shrouded cities where lies flourish.

Management	SV mode	Comment
Sneak / Infiltrate	-2	The fog protects – perfect for assassins and thieves.
Shooting (Distance)	+2	Visibility is poor, the winds are blowing – hard to hit.
Eloquence (Lies)	-2	The residents live in untruth – lies taste familiar.
Climbing / Balance	+2	Moisture, salt, shells – everything is slippery and life-threatening.
Resource rule: Metal rusts. Requires <i>Crafting</i> SV 10/week or loses 1 level in quality.		

Template for custom regions

[Region Name] – [Summary Sentence]

Management	SV mode	Comment
[A]	-2	(What is easy? E.g. magic, stealth, trade)
[B]	+2	(What is difficult? E.g. weather, social, orientation)

Management	SV mode	Comment
Unique effect	—	E.g. "Iron rusts", "Fire magic forbidden", "Spirits demand tribute"

Annex A to F

Appendix A – Professions in RedelfWorld

This is a quick list of what each profession gives you when you create a character.

Each profession has:

- **Starting Skills** = what you start off good at
- **Special ability** = a unique thing you can do
- **Equipment** = what you usually start with
- **Hook** = a simple background idea
- **Signature Proposal** = example of future specialization

Talents & Signature Abilities

Talents are unique traits that set your hero apart from the crowd. A character typically chooses one (1) talent at the start. Additionally, you can use talents as a clear reward or development point over time.

General talents (1T20)

These can be chosen by any archetype, provided the requirements are met. If you want to randomize, hit **1T20** :

On the other hand, the table can also be used as inspiration even if the player chooses freely.

1T20	Talent	Effect
1–2	Iron will	+2 to Mental Strength vs. Fear/Magic. Free to <i>Press</i> these blows (no KP/VP cost).
3–4	Fortunate	Once per game encounter: Reroll a die showing 1 (replaces Halfling's racial ability if selected).
5–6	Hardened	+2 VP permanently. Your body recovers faster from minor injuries.

1T20	Talent	Effect
7–8	Vigilant	You cannot be surprised in combat and get +2 on initiative attacks.
9–10	Linguist	You speak and read two additional languages in addition to your cultural ones.
11–12	Acrobatic	You gain +2 to Acrobatics to leave a <i>Hostile Zone</i> without provoking a maneuver.
13–14	Field doctor	You can use <i>Healing</i> as a Reaction instead of a Main Action in combat.
15–16	Steady grip	You gain +2 to resist the <i>Disarm</i> or <i>Push maneuver</i> .
17–18	Eloquent	At EM +5 on social attacks, you can affect an entire group instead of just one person.
19–20	Second breath	Once per day: Recover 1D6 VP immediately as an action in combat.

Signature suggestions for all professions

These are added at the end of each profession presentation in Appendix A. **Signature abilities are powerful specializations that cost 10 KPG to unlock** during the course of the campaign.

Warrior – Signature Proposal (10 KPG)

- Cleaving Strike:** Once per scene, when you attack with a Two-Handed Weapon and score a hit, you can allow the damage (including EM) to also affect another enemy standing in an adjacent square.
- Heart of the Shield Wall:** If you are wearing a shield, you can use your Reaction to grant the Shield bonus (–1 damage) to an ally standing in the same or adjacent zone, without them having to spend their own Reaction.

Magician – Signature Proposal (10 KPG)

- Elemental Master:** Choose an element (e.g. fire, cold, lightning). When casting magic of this type, you either gain +1 damage or you can extend the duration by one step without spending Effect Margin (EM).
- Blood Magic:** In a desperate situation, you can sacrifice your own life force. Once per scene, you can pay 3 VP instead of 1 FP to cast a spell.

Scout – Signature Proposal (10 KPG)

- Aim for the Gap:** If you spend your movement during a round solely aiming, your next Ranged Weapon attack ignores up to 2 points of the target's Armor Reduction (RR).
- One with the Shadows:** If you are in a forest or wilderness and manage to Hide (break line of sight), you cannot be targeted for attacks until you move or attack.

Thief – Signature Proposal (10 KPG)

- Maple Knife:** When you attack an enemy who is unaware of your presence, or who is flanked by an ally, you automatically gain +1 EM (Effect Margin) on your hit.
- Shadow Step:** Once per scene, you can move between two dark or shadowy zones without provoking any reactions or tactical maneuvers from enemies you pass.

Priest – Signature suggestion (10 KPG)

- Martyr's Shield:** As a reaction, you can take incoming damage (up to 5 points) that was originally intended for an ally within 5 meters. The damage is deducted directly from your VP.
- Aura of Light :** Your inner holiness burns away the unclean. Undead, demons, and shadowbound enemies that start their turn in an adjacent square to you automatically lose 1 VP.

Artisan – Signature Proposal (10 KPG)

- Masterpiece:** You have crafted a personal masterpiece (a weapon or armor) of extreme quality. The weapon permanently deals +1 damage, or the armor permanently deals –1 additional damage. This bonus only works when you are using the item yourself.
- Alchemical Thrower:** Your thrown potions and bombs have a longer range and spread. You can throw them one zone further away, and their effect always covers a 2x2 meter area.

Adventurer – Signature Proposal (10 KPG)

- Always Prepared:** Once per game encounter, you can retroactively declare that you actually purchased a specific, common piece of equipment (e.g., a rope, a torch, an extra dagger) in the last village, provided you pay the silver cost at the time.
- Lightning Reflexes:** You are extremely reactive in dangerous situations. You gain one (1) additional Reaction per round, but this may only be used for defensive actions (such as parrying, protecting an ally, or breaking line of sight).

Troubadour – Signature Abilities (1T6) *(This table is copied directly from Chapter 4 so that it is available in the appendix)* Reveal or choose when you spend 10 KPG to specialize:

- 1.**Sharp Chord:** Your magical music can deal 1D6 light damage as sound waves (ignoring armor).
- 2.**Reputation Hit:** Spend 1 shift to spread reputation in a city → ±1 on FRP for person/faction.
- 3.**Voice of the Wind:** Hide a short message in a melody that only one person understands (SV 20 for others).
- 4.**Inspiring Crescendo:** Once per scene: grant an ally a free retake with no KP risk.
- 5.**Instrument Parry:** Parry with an instrument (SMI) as if it were a weapon; EM +5 = it doesn't break.
- 6.**Mirroring Song:** Mimic sound/voice you heard → +2 to Acting when bluffing or impersonating.

Examples of unique talents in the profession

These require you to have chosen a specific archetype, making them a clear way to reinforce the

role's profile at the table.

Warrior

- **Shield Master:** When you use your Reaction for *Shield*, the damage is reduced by -2 instead of -1.
- **Provocateur:** You can force an enemy in your zone to attack you instead of an ally (WILL vs. WILL).

Magician

- **Stable Channel:** In the event of magical mishaps, you may tap the table twice and choose the least dangerous outcome.
- **Energy-Saving:** Once per scene, you can cast a 1 FP trick for free.

Scout

- **Sniper:** You ignore the "Half Cover" deduction when shooting with ranged weapons.
- **Lord of the Wilderness:** You will always find food and water for the group as long as the environment is not extremely barren.

Thief

- **Shadowlike:** If you are in a *Twilight Veil* or fog, you gain +2 on all attack moves.
- **Master Worshipper:** You never leave a trace behind when you open a lock (EN -2 for others to detect the intrusion).

Priest

- **Soul Shepherd:** When you stabilize a fallen ally or use healing magic, the target immediately regains +2 additional VP in addition to the normal effect.
- **Divine Wrath:** Your holy conviction burns the darkness. You gain +1 damage to all attacks against undead, demons, or shadowbound creatures.

Craftsman

- **Field Mechanic:** You can make temporary repairs to armor during a short rest. A successful Crafting (SL 10) roll restores 1 lost point of Armor Reduction (RR) without access to a proper forge.
- **Alchemical Economist:** When brewing or preparing alchemical preparations (elixirs, smoke bombs), you always get an extra dose/use from the same amount of raw materials.

Adventurer

- **Street School:** Once per game encounter, you can hit for a skill you have 0 in (Untrained) as if you had rank 1.
- **Survival Instinct:** You are accustomed to the ground suddenly disappearing from beneath you. You gain +2 to Reflex when trying to avoid traps, creep, or area of effect (AoE) attacks.

Troubadour

- **Captivating Voice:** Your presence silences the room. You gain +2 to Eloquence when trying to calm a hostile crowd or stop a fight from breaking out.
- **Hidden Chord:** You have learned to weave your Music Magic into ordinary melodies. It takes Intuition (SL 15) for outsiders to realize that your music has magical effects.

Warrior

You are good in battle and can stand being at the forefront.

You get:

- Melee (One-handed) +1
- Melee (Two-Handed) +1
- Protection +1
- Resistance +1
- choose **one** :
 - Reflex +1
 - or Ranged Weapon +1

Special Ability: Fighting Stance

At the beginning of each scene, you choose a style:

- **Offense:** +2 on attack, -1 on defense
- **Defensive:** +2 to defense against a chosen enemy, -1 to attack

Starting equipment:

- melee weapon of choice
- shield or two-handed weapon
- leather armor
- travel kit

Suitable if you want to play:

- soldier
- bodyguard
- mercenary
- knight

Background idea:

- code of honor
- old contract
- sworn to protect someone

Magician

You use knowledge and magic to change the world.

You get:

- Magic attack +1
- Magical knowledge +1
- Intuition +1
- Writing & Reading +1

Special Ability: Focus of Learning

- You get **+1 Max FP**
- Once per scene you get to change which attribute you use for an attack:
 - **INT**
 - or **WANT**

Starting equipment:

- magical focus, such as a staff or sigil
- formula book or ritual sheet

- travel kit

Suitable if you want to play:

- learned magician
- rune magician
- mystic
- ritualist

Background idea:

- debt to a master
- forbidden taboo
- chased by rival

Scout

You are good at sneaking, tracking, and striking from a distance.

You get:

- Sneak +1
- Survival +1
- Navigation +1
- Ranged Weapon +1
- Intuition +1

Special Ability: Hunter's Mark

- Once per scene you can mark an enemy
- You will then gain advantage when tracking or attacking that particular target.

Starting equipment:

- bow or crossbow

- knife
- camouflage cloak
- simple traps

Suitable if you want to play:

- archer
- hunter
- scout
- wilderness guardian

Background idea:

- protects a path or trail
- last survivor of a group
- guardian of nature

Thief

You're good at getting in, tricking people, and disappearing.

You get:

- Lock worship +1
- Trap handling +1
- Acting +1
- Sneak +1
- Hide +1

Special Ability: Agile Glove

- Once per scene you get an extra reaction
- It may be used to:

- break line of sight
- or parry projectile

Starting equipment:

- burglar's tools
- short sword or dagger
- dark cloak

Suitable if you want to play:

- burglar
- salary agent
- pickpocket
- infiltrator

Background idea:

- conflict with a guild
- debt to the underworld
- protects someone weaker

Priest

You use faith, holy power, and words to help others.

You get:

- Liturgy (Holy) +1
- Eloquence +1
- History & Culture +1
- Mental strength +1

Special Ability: Inauguration

- Your sacred focus points count on **VIL + KAR**
- Once per scene you can bless an ally
- That person gets **+1 on any attack**.

Starting equipment:

- sacred symbol
- jacket
- holy salt or oil
- writing

Suitable if you want to play:

- temple priest
- wandering healer
- missionary
- guardian of a sacred place

Background idea:

- vow of honor
- sacred mission
- responsibility for a temple or relic

Craftsman

You solve problems with tools, expertise and smart solutions.

You get:

- Crafts +2
- choose **one** :
 - Alchemy +1

- or Magical Knowledge +1
- choose **one** :
 - Eloquence +1
 - or Trade +1

Special Ability: Master Hand

- Once per scene you can adjust or improve a gadget
- It gives **+1 in a specific situation**

Starting equipment:

- tool kit
- fatigues
- raw material

Suitable if you want to play:

- smith
- alchemist
- builder
- inventor
- merchant with crafts

Background idea:

- important delivery
- reputation at stake
- bound contract

Adventurer

You are an all-rounder and can do a little bit of a lot.

You get:

- choose **four optional skills** at +1
- at least **one** must be from defense or evasion

Special Ability: Improviser

- Once per scene you gain **+2 on a hit**
- It must be thanks to some clever improvisation

Starting equipment:

- travel kit
- weapon of choice
- general equipment

Suitable if you want to play:

- survivor
- problem solver
- classic adventurer
- mixed hero

Background idea:

- debt
- treasure map
- lost friend

Troubadour

You are social, creative and can influence people with words and music.

You get:

- Music & Art +1

- Eloquence +1
- History & Culture +1
- Intuition +1
- choose **one** :
 - Sneak +1
 - or Melee (one-handed) +1

Special Ability: Musical Echo

- Once per scene you can use **Music & Art** instead of:
 - Eloquence
 - or Mental strength
- Magical music is based on **KAR**

Starting equipment:

- instrument
- nice clothes
- dagger or sword
- ballads or sheet music

Suitable if you want to play:

- bard
- court singer
- spy
- storyteller

Background idea:

- lost visa
- debt to a master
- a reputation to live up to

Super quick overview

Profession	Good at	Simply put
Warrior	combat and protection	stands at the forefront
Magician	magic and knowledge	casts spells
Scout	shooting and wilderness	tracks and sneaks
Thief	infiltration and cunning	gets in and out
Priest	faith and support	blesses and helps
Craftsman	tools and solutions	builds, laws, brews
Adventure r	a little bit of everything	flexible problem solver
Troubadou r	social and music	influences with words and tones

Appendix B

SL fast box

A reference card for the Game Master to have available during play.

Difficulty Value (SV)

Heroic:

10 (Easy) / 13 (Normal) / 16 (Hard) / 20+ (Extreme)

Hardened/Grinded:

12 (Easy) / 15 (Normal) / 20 (Hard) / 25+ (Extreme)

Effect Margin (EM):

Every +5 above SV gives one EM step.

Usage: +1 Damage Level or Advantage / Info / Pace

Battle & Actions

Round:

1 Main Action + Movement + 1 Reaction

Reactions (1/round):

Parry, Break Sight (Sneak), Against Magic, Protect Ally

Pressed Shot:

Replay a missed shot.

Cost: 1 KP risk (hitting resistance) *or* -3 VP immediately.

Risk: Fumbling during a pressed shot results in a worse consequence.

Equipment & Damage**Armor (Reduction):**

Light -1 / Medium -2 / Heavy -3

Shield:

-1 damage per **1 hit/round** (Requires reaction)

Damage:

VP first (recovered after combat). Surplus goes to KP.

KP hit: Target hits Resistance (UTH).

Miss = Consequence (Bleeding, Dizziness, etc.)

Development (KPG)

You get KPG when you play on your:

- **Driving force**
- **Band**
- **Limitation**

You can get a **maximum of +1 KPG per type and scene** .

Raise skills

Skills range from **0 to 5** .

It costs:

- **0 → 1 = 5 KPG**
- **1 → 2 = 10 KPG**
- **2 → 3 = 15 KPG**
- **3 → 4 = 20 KPG**
- **4 → 5 = 25 KPG**

Raise attributes

Attributes are raised during a **season** .

- **Basic cost: 35 KPG**
- Cost may change by ± 5 depending on environment or test
- You can only raise **1 attribute per season**
- Attributes can be a maximum of 5

Important

When an attribute changes, you should immediately recalculate:

- **VP**
- **FP**
- **Birth**
- **Initiative**

Appendix C

Bestiary & Creature template

Copy and fill in to create monsters in 60 seconds.

Basic data

Formal name: _____

Popular name / Nickname: _____

Plural: _____

Pronunciation: _____

Role & Threat Image

Classification:

☐ Minion (4–8 pcs) ☐ Regular (2–4 pcs) ☐ Elite (1–2 pcs) ☐ Solo (1 pc)

Environment:

_____ (Primary) / _____ (Secondary)

Faction: _____

Type:

(Animal, Human, Undead, Spirit, Construct, Swarm, Other)

Concept (Fiction)

Core meaning:

(What does it do and why is it a threat?)

Keywords:

_____, _____, _____

Typical scene:

(Ambush, storming crowd, ritual?)

Quick Statistics (Rules)

Initiative:

1T20 + _____ (SMI)

VP:

_____ (Minion 8–12, Common 14–18, Elite 20–26, Solo 30+)

KP:

_____ (Or "-" if it dies at 0 VP)

Armor:

None / Light (-1) / Medium (-2) / Heavy (-3)

Shield:

Yes / No (-1 reaction)

Defense (SV):

- *MF Physics:* _____ (Protection against projectiles/rays)
- *MF Ment:* _____ (Protection against fear/charm)
- *Reflex:* _____ (Protection against AoE/Trap)
(Rates: Normal +4, Elite +6, Solo +8. Adjust ±2)

Attacks & Traits

Melee: + _____

Damage: _____ (1D6 / 1D8 / 1D12)

Distance: + _____

Damage: _____

Magic/Special: +_____ (INT/VIL)

Effect/FP: _____

Traits (Choose 2–3):

(e.g., Fear, Swarm, Poison, Flight, Ethereal, Darkvision)

Tactics & Resonance

(How does it act? Who does it attack first?)

Screenshot:

(What happens if the battle drags on or if there is a fumble?)

Resonance/Vendor:

(What does it leave behind? Does killing give –Karma?)

Here are your three proposals formatted neatly and uniformly as stand-alone attachments, just as before – without changing anything in the content.

Appendix D

Magical Misadventures & Effects

The text includes a specific table for what happens when magic goes wrong (fumble or pressed hit), as well as lists of spells. A dedicated page for this saves a lot of scrolling during the game.

Content:

- **Table: 1T20 Magical Misadventures**

From "Power Leak" to "Major Setback".

- **Quick List of Magical Effects**

A brief summary of what you get for:

- **1 FP** (fast movement)

- **2–3 FP** (stage works)

- **Rituals**

- **Against Magic & Defense**

A reminder on how to use reactions against magic.

Appendix E

Equipment packages & Starter kits

Chapter 5 contains pre-made starter packs for each archetype. These are great for speeding up character creation (Quick Start), so players don't have to manually assemble equipment from the price list.

Content:

- **Starter Kits**

The ready-made kits for:

- Warrior (Frontline Pack)
- Thief (*Infiltrator's tool*)
...with pre-calculated values for **Slots** .

- **Quick Table Weapons & Armor**

Summary of:

- Damage
- Price
- Properties (e.g. *Range* , *Heavy* , *Long reload*)
All collected on half a page.

Appendix F

Occupation Table (Background)

At the beginning of character creation (Chapter 4.1) there is a table where you hit 1T20 to see how your apprenticeship went. This is a fun "mini-game" table that is often forgotten if it is in the middle of the text.

Content:

- **Table: Apprenticeship (1T20)**

From "Destroyed" to "Gold Journeyman's Letter".

- **Modifications**

What gives plus/minus to the stroke:

- Mentor +2

- Self-taught -2
...and the like.

- **Result**

What the outcome means for **Relationships** :
Debt, Rival, Contact.

Appendix G

THE ALCHEMIST'S LABORATORY

1. Here is a complete starter pack for the Alchemist profession :

Occupation: Alchemist

He who produces solutions in a bottle masters the essences of nature and changes fiction with chemistry.

Core skills (Spets profile)

- **Alchemy knowledge +2** (Your primary skill for brewing and harvesting)
- **Survival +1** (Necessary for finding ingredients in the wilderness)
- **Magical knowledge +1** (Good for understanding how your Focus Points, FP, interact with magical ingredients and effects)

Special Ability: Emergency Catalyst According to the rules, the special ability should provide a unique advantage once per scene.

- *Effect:* Once per scene you gain **+2 on a dice roll** to either identify an unknown substance, harvest in a dangerous environment, or to improvise a brew (for example, throwing it as a weapon or distraction) in the heat of battle.

Starting equipment The equipment is chosen so that you have exactly the tools you need to function in your profession from day one:

- **Alchemy bag** (Takes 1 Table slot. Vital for storage as unprotected drinks can break. Holds up to 5 doses of ingredients, 3 ready-made brews or a mixture).
- **Ritual Set (Alchemy)** (Takes 1 Board slot. Required to brew the potions without penalty or danger during a rest).
- **Dagger or knife (1D4 damage)** (Takes 0 Bord slots. A good light weapon that is also perfect for harvesting bark, roots and herbs).

- **Thick leather work apron** (Counts as Light Armor, deals –1 damage and takes 1 Board slot).

Roll hook (choose one) The reason why you left your laboratory to endanger:

- *The seeker*: You are desperately searching for an extremely rare ingredient from a mythical creature to cure a deadly disease.
- *Indebted*: You owe the wrong people a lot of silver (or FP-binding services) to finance your expensive equipment and ingredients.
- *Exile*: You were kicked out of your guild after a serious brewing mishap destroyed parts of the city.

Signature Ability (Recommended Future Advancement)

- **Master Brewer (10 KPG)**: Eventually, you can purchase this ability, which allows you to create "stabilized potions" with double ingredients. These potions do not tie up your Focus Points (FP) when they are made, which is the standard rule for alchemists.

Balance rule:

The price of strength Because this profession uses the Spear profile (with a skill of +2), the basic rules stipulate that the Gamemaster may require you to take **1 Restriction** from the start. You don't get any extra skill points for this limitation, but it's the price of being so extremely specialized in your alchemy. A thematic suggestion is *Forbidden Taboo* (perhaps related to a certain type of ingredient) or *Wanted* (if an experiment has gone horribly wrong).

2. This module introduces an in-depth game mechanics framework for alchemy.

Directly integrated with the game's core mechanics for Focus Points (FP), Effect Margin (EM), and Board.

1. Basic Rules & Mechanics

Harvesting ingredients To gather ingredients in nature, a battle is fought for *Alchemy Knowledge* or *Survival*.

- **Successful hit**: Provides 1 dose of ingredients.
- **European Championship +5**: The player either gets +1 extra dose or finds a rare ingredient (giving +2 on the next brew). However, rare ingredients lose their bonus after 7 days.
- **Failure**: No dose is found, but time passes.
- **Fumble (Night 1)**: Roll 1D6 on the Harvest Complications table:

1. *Toxic Confusion*: –2 on next brew.

2. *Predators/guardians* appear.
3. *Location is damaged*: -1 Reputation of local faction.
4. *The ingredient is destroyed* during handling.
5. *Accident*: The character gains 1 CP or the Nausea condition.
6. *Curse*: The ingredient is magically unstable or diseased.

Brewing and Focus Points (FP) Making a brew requires a shift (4–8 hours), a quiet place, and a Ritual Kit (Alchemy).

- **FP Cost**: Each brew created costs FP upon creation (Simple: 1 FP, Medium: 2 FP, Powerful: 3 FP). This magical effort tires the alchemist, but FP is recovered as usual during the next long rest.
- **Logistical Limitation**: The Alchemist can theoretically brew as many potions as ingredients and time allow, but is limited by Bord. An Alchemy Bag can hold a maximum of 3 potions. Unprotected potions are destroyed immediately by combat, falling, or moisture.

3. Master brewer

Master Brewer (10 KPG – Signature Ability) Requirements: Alchemy Knowledge Rank 2+. Effect: You can "distill" potions extremely efficiently. When you spend 1 Shift and your FP to brew, you can create two (2) doses of the same brew (provided you have the raw materials for both). You are also a master of improvisation; you get to cast potions in combat with increased range (+1 zone) and accuracy.

Durability, Storage and Feeding Alchemical substances are delicate and require careful handling.

- **Durability**: A finished brew will last for 7 days if stored safely. After that, it will decay and become weakened, unstable, or completely destroyed. Common ingredients will last for 1 season.
- **Birth**: An Alchemy Bag takes up 1 Board slot and holds either 5 doses of ingredients, 3 ready-made brews, or a mixture (where 1 brew counts as 2 doses).
- **Unprotected storage**: Brews carried outside of a secure container may break if the character falls hard, takes elemental damage, wades through water, or is exposed to powerful magic.

2. Regional Recipes with complete game data

Each drink now has a complete rules block to make it easier for the game master (GM).

Törres bark powder

- **Region/Faction**: Rivles / The Light Line.
- **Level / EN**: Simple / EN 14.
- **FP cost** : 1 FP.

- **Ingredients:** 1 dose of Törresbark (Brewing time: 1 shift).
- **Effect:** Stops Light Bleeding. User gains +1 Resistance for 1 scene.
- **European Championship +5:** Also heals +2 VP.
- **Side effect/Risk:** If used on Heavy Bleeding, it will not stop it completely, but will give +2 on the next treatment attempt.

Elixir of Captivity

- **Region/Faction:** Eldergate.
- **Level / EN:** Simple / EN 15.
- **FP cost :** 1 FP.
- **Ingredients:** 1 dose of Catch Mist (Brewing time: 1 shift).
- **Effect:** The user gains +2 Initiative in 1 scene.
- **European Championship +5:** The user also gains +1 Reflex during the same scene.
- **Side effect/Risk:** May cause the user to tremble (-1 to accuracy) after the scene if the elixir was squeezed hard.

Extinguishing serum

- **Region/Faction:** The nightgown.
- **Level / EN:** Medium / SV 17.
- **FP cost :** 2 FP.
- **Ingredients:** 1 dose of Black Poppy or Nightshade (Brewing time: 1 shift in dim light).
- **Effect:** The target beats VIL defense. On failure, the target falls asleep for 1 scene.
- **European Championship +5:** The target's defense SV increases by +2.
- **Side effect/Risk:** Leaves a recognizable gray tone on lips and fingertips.

Linden honey syrup

- **Region/Faction:** Field linden.
- **Level / EN:** Simple / EN 14.
- **FP cost :** 1 FP.
- **Ingredients:** 1 dose of Linden honey (Brewing time: 1 shift).
- **Effect:** Restores 1D6 VP and relieves nervousness/worry.
- **European Championship +5:** +1 on the next Social Strike during the same scene.
- **Side effect/Risk:** Excessive use can make one sleepy or gullible.

Leg scrub

- **Region/Faction:** Sebum crazy.
- **Level / EN:** Medium / SV 16.
- **FP cost :** 2 FP.
- **Ingredients:** 1 dose of Lime Marrow/Bone Ash (Brewing time: 1 shift).
- **Effect:** +1 Armor against physical damage in 1 scene.
- **European Championship +5:** The skin becomes bone-like, giving +1 to resist pain during the scene.
- **Side effect/Risk:** Pale and bony skin that can give –1 on social first impressions.

Other recipes:

1) Shadow Step Potion

- **Ingredients:** 2 doses regular + 1 dose **Shadow moss** (rare)
- **Effect:** You become difficult to detect and gain a bonus to Sneak and Hide until the next scene. Additionally, you can ignore the first “detection” consequence if the SL sees fit.
- **Duration:** 1 scene
- **Brewing & FP:** Requires 1 shift (4–8 hours), quiet space, and **Ritual Set (Alchemy)** .

Difficulty: Medium (LV 17) – costs 2 FP .

- **Durability, Storage & Feeding:** Lasts **7 days** in safe storage. Alchemy bag takes **1 Board slot** (3 brews / 5 doses / mixed). Unprotected brew can be destroyed by falling, elemental damage, water, or powerful magic.

2) Ironskin tincture

- **Ingredients:** 3 doses of regular + 1 dose of **Powdered Meteorite Iron** (rare)
- **Effect:** The skin hardens and you take –1 damage from Crush and Cut until the next scene. On the other hand, you let more and get –1 to Sneak for the same amount of time.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 18) – costs 2 FP .**
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Börd slot. Unprotected storage risks destruction by fall/damage/water/magic.

3) Distillate of the fireweed

- **Ingredients:** 2 doses regular + 1 dose **Lantern Mushroom** (rare)
- **Effect:** You can see in the dark as well as at dusk and can also read simple markings and tracks without light. However, bright light becomes uncomfortable and gives -1 to sharp vision in broad daylight.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 14)** – costs **1 FP** .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy Bag: 1 Board slot. Unprotected brew is at risk of breaking if dropped/damaged/water/magic.

4) Wolf Courage Brew

- **Ingredients:** 3 doses regular + 1 dose **Wolf's Tooth** (rare)
- **Effect:** You gain +1 to Melee and Intimidation until the next scene. Therefore, you also gain -1 to Fine Motor Strikes while the effect lasts.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 15)** – costs **1 FP** .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew in the event of a fall/damage/water/magic.

5) Drops of Silence

- **Ingredients:** 2 doses regular + 1 dose **Dämpsten** (rare)
- **Effect:** In a short zone around you, sound is greatly attenuated. As a result, you get a bonus to Stealth, but allies suffer from poorer communication.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 17)** – costs **2 FP** .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy Bag: 1 Board slot. Unprotected brew risks destruction from falls/damage/water/magic.

6) Wound closure

- **Ingredients:** 2 doses regular + 1 dose **Honey Gall** (rare)
- **Effect:** Restore 1 HP or stabilize a bleed/injury. Additionally, it grants a brief advantage on the next stamina/pain hit in the scene.
- **Duration:** Immediate + rest of the scene

- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 13)** – costs **1 FP** .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew in the event of a fall/damage/water/magic.

7) Breathing salt

- **Ingredients:** 2 doses of regular + 1 dose of **Sea salt from black spring** (rare)
- **Effect:** You get a bonus on attacks against suffocation, smoke, and pungent gases. However, you cough after the scene and get –1 on social attacks the next scene.
- **Duration:** 1 scene (plus mild after effect)
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 12)** – costs **1 FP** .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy Bag: 1 Board slot. Unprotected brew is at risk of being destroyed by falling/damage/water/magic.

8) Frost-kissed Weapon Oil

- **Ingredients:** 3 doses regular + 1 dose **Ice blue resin** (rare)
- **Effect:** Lubricate a weapon: the next hit deals +1 Frost damage or inflicts a short –1 to the target's mobility (SL determines). Additionally, the oil can leave frost trails that make you easier to track.
- **Duration:** 1 hit (or 1 scene)
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 16)** – costs **2 FP** .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Börd slot. Unprotected storage risks destruction by fall/damage/water/magic.

9) Asphyxiating smoke bottle

- **Ingredients:** 2 doses regular + 1 dose **Nitrogen herb** (rare)
- **Effect:** Crushed/thrown and fills a small area with dense smoke. This causes poor visibility for anyone in the smoke, and anyone who breathes deeply may experience coughing (mild side effect).
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 14)** – costs **1 FP** .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy Bag: 1 Börd slot. Unprotected bottle can be destroyed by falling/damage/water/magic.

10) The Elixir of Truth

- **Ingredients:** 2 doses regular + 1 dose **Silvermint** (rare)
- **Effect:** You notice more clearly when someone is avoiding the truth. You also get a bonus to Perception, but you get –1 to Bluff.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 18)** – costs 2 FP .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage risks destroying the brew in the event of a fall/damage/water/magic.

11) Spider glue

- **Ingredients:** 3 doses regular + 1 dose **Spider Silk** (rare)
- **Effect:** You can climb as if you had excellent grip and get a bonus on climbing moves. On the other hand, you become clumsy and get –1 to Dexterity after the scene.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 15)** – costs 1 FP .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew if dropped/damaged/water/magic.

12) Candle bottle

- **Ingredients:** 2 doses regular + 1 dose **Solglas** (rare)
- **Effect:** The bottle glows like a lantern and can be thrown to illuminate an area. It can also faintly reveal tracks (SL determines).
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 12)** – costs 1 FP .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected bottle risks breaking if dropped/damaged/water/magic.

13) Disturbance-reducing tincture

- **Ingredients:** 2 doses regular + 1 dose **Rune ash** (rare)
- **Effect:** You gain a bonus on hits against magical interference and enchanted confusion. However, you feel slower and take –1 on quick reflex actions at the beginning of the scene.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 16)** – costs 2 FP .

- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy bag: 1 Börd slot. Unprotected storage risks destruction by fall/damage/water/magic.

14) Happiness Distillate

- **Ingredients:** 2 doses of regular + 1 dose of **Trefoil that grew on a grave** (rare)
- **Effect:** Once during the scene, you may reroll a failed hit (or gain +1 after the hit – choose whichever suits your system). Consequently, the effect ends immediately upon use.
- **Duration:** 1 scene or until used
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 17)** – costs 2 FP .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew in the event of a fall/damage/water/magic.

15) Memory fog

- **Ingredients:** 2 doses regular + 1 dose **Moonflower Dew** (rare)
- **Effect:** The target loses its sharpness in the final minutes. Therefore, a mistake can “slip away”, but important information can also be lost.
- **Duration:** Short, direct effect
- **Brewing & FP:** 1 shift, quiet place, Ritual Set (Alchemy). **Powerful (SL 20)** – costs 3 FP .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy bag: 1 Börd slot. Unprotected storage risks destruction by fall/damage/water/magic.

16) Bloodstain tincture

- **Ingredients:** 3 doses of regular + 1 dose of **Fox Blood in glass** (rare)
- **Effect:** You get a bonus on tracking injured creatures in the scene. You can also sense if blood has been recently spilled (faint marking).
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 13)** – costs 1 FP .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew in the event of a fall/damage/water/magic.

17) Earth-binding ointment

- **Ingredients:** 2 doses regular + 1 dose **Root knot** (rare)
- **Effect:** The next time you are pushed/pulled you get a bonus for resisting. Alternatively, the salve can be used on a surface to make the first step there “harder” (SL determines reasonable effect).

- **Duration:** 1 scene or 1 release
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Simple (LV 14)** – costs **1 FP** .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy bag: 1 Börd slot. Unprotected storage risks destruction by fall/damage/water/magic.

18) Mirror water

- **Ingredients:** 2 doses regular + 1 dose **Silverdust** (rare)
- **Effect:** Protects against magical reading: scouting and scrying “slip” and give the wrong picture. Therefore, magical scouting against you/the area gets –1 or requires an extra hit (SL determines).
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual Set (Alchemy). **Powerful (SV 19)** – costs **3 FP** .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew in the event of a fall/damage/water/magic.

19) The Dwarf Bear's Train

- **Ingredients:** 3 doses regular + 1 dose **Malt from underground** (rare)
- **Effect:** You gain a bonus on attacks against exhaustion and sleep magic. However, you become more cocky and take –1 on diplomatic attempts that require humility.
- **Duration:** 1 scene
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 16)** – costs **2 FP** .
- **Durability, Storage & Feeding:** Lasts 7 days when stored safely. Alchemy bag: 1 Börd slot. Unprotected storage risks destruction by fall/damage/water/magic.

20) The Sunflower Antidote

- **Ingredients:** 2 doses regular + 1 dose **Gold Core** (rare)
- **Effect:** Reduces or breaks a mild–moderate poison/disease effect (SL determines level). Additionally, it grants a bonus on the next hit to resist the same type of poison during the scene.
- **Duration:** Immediate + 1 scene protection
- **Brewing & FP:** 1 shift, quiet place, Ritual set (Alchemy). **Medium (SV 18)** – costs **2 FP** .
- **Durability, Storage & Feeding:** Keeps 7 days safely stored. Alchemy bag: 1 Board slot. Unprotected storage can destroy the brew in the event of a fall/damage/water/magic.

3. 3. Instability & Misfortunes (1T20)

In the event of a fumble (natural 1st) on a brewing team, the ingredients are normally consumed and the SL rolls 1T20 on the extended mishap table:

- **1–6 (Serious Mishaps):** For example (1) *Explosion!* (The Alchemist takes 1D6 KP Fire damage), (2) *Misbinding* (-1 FP in 1 scene), (4) *Iron aftertaste* (Half power), (6) *Save the brew?* (Take 1 KP and become nauseous to successfully save the potion).
- **7–12 (Complications):** E.g. (7) *Corrosive vapor* , (8) *Wrong color* (Obviously unnatural/magical), (10) *Overconcentration* (Gives normal effect but user takes 1 KP), (11) *Attracts vermin* .
- **13–17 (Unstable but usable):** E.g. (13) *Delayed effect* (Activates after 1D3 rounds), (15) *Double Binding* (Binds 1 extra FP), (17) *Reverse impulse* (First feeling is the opposite of purpose).
- **18–20 (Unexpected outcomes):** E.g. (18) *Residual product* (Returning an ingredient), (19) *Unexpected clarity* (+1 on next Alchemy hit), (20) *Strange Perfection* (The potion is created with EM+5 effect, but has a clear and noticeable side effect).

4. 4. Advanced Alchemy (Advancement)

These abilities give the alchemist unique advantages, now carefully balanced against the core rules.

Master Brewer (10 KPG – Signature Ability) Requirements:

Alchemy Knowledge Rank 2+. Effect: You can "distill" potions extremely efficiently. When you spend 1 Shift and your FP to brew, you can create two (2) doses of the same brew (provided you have the raw materials for both). You are also a master of improvisation; you get to cast potions in combat with increased range (+1 zone) and accuracy.

Requires simplified alchemist equipment (1 Börd slot).

Master of Stability (20 KPG – Heroic Ability) Requirements:

Alchemy Knowledge Rank 3+. Effect: Potions no longer expire after 7 days, but maintain their stability and effect for an entire season. Can also use Mental Strength in magical mishaps (Nat 1) to save the potion.

Quick Distillation (25 KPG – Heroic Ability) Requirements:

Alchemy Knowledge Rank 3+. Effect: The alchemist can, as a main action in combat, complete a prepared extract into a Simple Potion (instead of unreasonably brewing from scratch). The extract must have been prepared at rest and takes up 1 dose of ingredients. SV increases by +5.

Appendix H

MODULE: Detailed Social Combat Systems

When a simple roll of the dice isn't enough to decide a political feud, a trial, or a guild negotiation, the game switches to Social Battle, where arguments are used as weapons, status as armor, and mental toughness as a shield.

1. Social Values (Mirrored Mechanics)

In a social battle, the same basic logic is used as in physical battle, but the attributes are swapped to represent mental and social ability:

- Social VP (SVP - Stance/Patience): Instead of physical health, your social stamina is temporarily calculated for the scene.
 - Formula: $10 + (VIL \times 2) + KAR$ (Mirror of physical VP: $10 + UTH \times 2 + STY$).
- Initiative: Hit with $1T20 + INT$ or KAR (speed of thought or line of speech).

2. Social "Weapons" and "Armor"

Just like in physical combat, your tools determine how much damage you do to your opponent's SVP.

Social Armor (Status & Audience): Reduces incoming damage.

- Easy (-1 damage): Locally known profile, guild member or backed by a neutral audience.
- Medium (-2 damage): Nobleman, well-known champion, ordained priest, or benevolent audience.
- Heavy (-3 damage): Royalty, guild leaders in their own headquarters, or a fanatically loyal audience.

Social Weapons (Weight of Argument): Determines the damage dice for your attack.

- Easy (1T4): Gossip, logical reasoning without concrete evidence, personal opinions.
- Means (1T6): Eyewitnesses, written promises, established law and culture.
- Heavy (1T8): Solid evidence (agreements, stolen letters, bribes), exposed lies, strong magical influence.
- Massive (1T12): A devastating secret (blackmail), a broken blood vow, or indisputable evidence of betrayal in front of a hostile audience.

3. Actions and the Tactics of the Field Ring

Each round you have 1 Main Action and 1 Reaction. Eloquence is used for pure attacks, but the maneuvers are based on the ritual The Field Ring.

Main documents:

- TA (Social Attack): Roll 1D20 + Eloquence + KAR against passive SV (often 15 for an equal opponent, modified by audience). On hit, you deal damage with your "Weapon". EM +5 gives extra damage dice or insight.
- HOLD (Build Defense): Use History & Culture or Intuition + INT . You refer to ancient laws or ask counter-questions. If the battle is successful, you gain +2 Social Armor until your next turn, and create "difficult terrain" (-2 on the enemy's next social attack).
- GE (Compromise/Fine): Hit Acting or Eloquence . You deliberately give up a small point to build trust. You deliberately take 1D4 SVP damage, but the enemy automatically takes -4 to their defense (SV) against your next attack.

Reaction (1 per round):

- Dismiss (Mental Fortitude + WIL): Same as shield block. When you take a social hit, you spend your reaction to sneer, shake your head, or cancel. Reduces damage by -1 (or -2 if you have EM +5 in Mental Fortitude).

4. Social Wounds (When SVP reaches 0)

When your Social VPs run out, the damage bleeds over. Instead of CP, you are forced to make a Resistance Hit (VIL) against SV 13/15. If you fail, you suffer a Social Wound:

- 1.Unresponsive (Dizzy): You lose the thread. -2 on next action.
- 2.Lost Foothold (Prone): You stab yourself and are taunted. The enemy gains EM +5 on their next attack unless you spend your action to "collect" (get up).
- 3.Cornerstone Flaws (Concession): In order not to lose the debate completely, you must offer an actual consequence in the fiction: pay a bribe, promise a favor in return, or give up a claim.
- 4.Resolved (Loss): The battle is over. You lose the negotiation and take -1 to your Reputation (FRP) in the region.

Quick Example in Games

The group of players negotiates with Nobleman Klyvsång about a contract. It is a formal debate before the Council of Nobles.

- Stake: The right to a trade route.
- Initiative: The Troubadour rolls 1D20 + KAR and wins over the nobleman.
- Turn Participation (Troubadour): The Troubadour begins with an attack (TA). "We have letters that prove your caravans never arrived!" The Troubadour rolls Eloquence + KAR and hits. The "Weapon" is written evidence (Heavy 1D8). The Troubadour rolls a 6.
- Defense (Nobleman): Cleavesong has Heavy Social Armor (-3) because he is in his own court. The damage becomes 3. He also uses his reaction: Dismiss (laughing it off as "forgeries") and lowers the damage by -1 more. In total, the nobleman takes 2 SVP in damage.

- **Turn Participation (Nobleman):** Clyvsang responds with HOLD. He invokes the king's old ordinances (History & Culture). He succeeds and gains +2 to defense, forcing the Troubadour to find a new angle next round.

MODULE: Naval battles and maritime statistics

To make the seas of RedelfWorld as dangerous and tactical as the battles on land, we use a mirrored version of the core rules combat system. Instead of characters fighting with swords, the ship acts as their shared "body" – but it's the players' skills that determine how well the ship performs.

Here is a complete maritime combat system where the ship's structural points, ramming, artillery and weather interact with the characters' abilities.

1. Ship Statistics (Mirrored VP/KP mechanics)

Each ship has its own values that work just like a character's combat values:

- **Ship's VP (SVP - Rig & Stability):** The ship's maneuverability, rig durability, and the collective endurance of the crew. When SVP is damaged, the ship loses speed and propulsion.
- **Keel-KP (KKP - Hull & Load):** The actual structure of the ship. When damage bleeds over from SVP to KKP, the hull takes the brunt. When KKP 0, the ship sinks.
- **Armor Reduction (RR):** Reduces incoming artillery damage on each hit.
 - *Light (-1 damage):* Sloops and fast fishing boats.
 - *Medium (-2 damage):* Merchant ships, caravels, Singing Yew ships.
 - *Heavy (-3 damage):* War galleons, ironclad dwarven ships from Winoo.

2. Ship Types and Singing Yew

Ship type	SVP	Keel-KP	Armor	Speed/Maneuver	Naval Artillery (Locations)
Coastal sloop	15	4	-1	+2 on Evasion	1 Easy/Medium
Cog/Merchant ship	25	6	-2	+0 on Evasion	2 Medium
War Galleon (Baccolath)	40	10	-3	-2 on Evasion	4 Medium / Heavy
Singing Yew ship	30	7	-2	<i>Elvish Resonance</i> (See below)	2 Medium

Special Rule: Singing Yew Ships These mythical elven ships are not just built of wood, they are living magical nodes.

- **Resonance:** A Magician or Troubadour can use *Magic Attack* or *Magic Music* via the ship. They can burn 1 FP to give the ship +2 on any roll for one round (as if the ship breathed with the wind).
- **Self-Healing:** At the end of each scene, a Singing Yew ship automatically regains 1D4 Keel KP if allowed to sail peacefully in magical waters (such as around the coast of Lief or Rive).

3. Crew Roles and Actions

A Naval Battle round represents approximately 5–10 minutes. Each player chooses a position on the ship and performs **1 Main Action** per round.

The Captain (KAR/INT + Eloquence or History & Culture)

- **Main Action (Command):** Strike against SV 13. If successful, the Captain grants +2 on any attack for another character (e.g. the Gunner). EM +5 grants an ally an entirely additional Main Action.
- **Initiative:** It is the Captain's turn that determines the ship's Initiative ($1T20 + \text{Eloquence} + \text{KAR}$).

Helmsman (SMI/INT + Navigation)

- **Main Action (Maneuver):** Strike to cross the T or take optimum wind. Strike against SV 15. On a successful strike, the enemy receives -2 on their next artillery attacks, or your ship's artillery increases by +2.
- **Ramming (Requires tailwind):** Hit Navigation against the enemy Evasion Maneuver. On hit, your ship deals 1D12 damage + the ship's Armor reduction (Heavy armor gives more crushing damage). Your own ship takes half as much damage back.
- **Reaction (Exemption):** Works like "Weapon Parry". When the ship is fired upon, the Helmsman rolls $\text{Navigation} + \text{SMI}$. If the result beats the enemy attack, incoming damage is cut by -2 (the ship rides the wave).

Artilleryman (SMI/INT + Ranged Weapons or Craft)

- **Main Action (Fire!):** Roll against enemy SV (often 13-15 + distance/fog).
 - *Ballista (Medium):* 1D8 damage. Ignores 1 Armor reduction.
 - *Cannon/Catapult (Heavy):* 1D12 damage. Requires Long Reload (must be prepared by two people or over two rounds).
 - *EM +5:* +1 Damage level or hits a specific part (e.g. the mast).

Carpenter/Guest (STY/INT + Crafts)

- **Main Action (Emergency Repair):** Hit Craftsmanship (SV 13). Instantly restores 1D6 SVP (extinguishes fires, reriggs sails). At EM +5, the Carpenter can stop a critical damage (leak) on the Keel-KP.

4. Critical Ship Damage (When Keel-KP hits)

Just as when a character takes CP damage, the ship rolls *Resistance* when the damage bleeds over from the SVP to the Keel-CP. The Helmsman or Carpenter rolls $1D20 +$

$\text{Navigation/Crafting} + \text{UTH/STY}$ against SV 15. If the roll fails, the ship suffers a

Critical Ship Damage (Roll 1D6) :

1. **Canvas and Ropes (Rig Damage):** The rigging/sail is torn. The ship can no longer perform the *Ram action* and the Helmsman takes -2 on all future Navigational hits until it is repaired.
2. **Wood Splinter:** Explosion of wood. All players on deck must hit Reflex (SV 13) or take 1D6 physical VP damage.
3. **Water in Hull (Leak):** The ship is "bleeding". The ship loses 1 Keel KP at the end of each round. Requires someone to use their action to pump water or repair (Craftsmanship 15) to

stop.

4. **Fire on Deck! (Fire):** The fire spreads. The ship takes 1D6 SVP damage at the end of each round. Requires a character action (Acrobatics/Survival DC 13) to suffocate.
5. **Rudder Failure:** The ship locks in one direction. The ship becomes passive (Defense SV reduced to 10) and cannot perform Evasive Maneuvers (Reaction) until the Carpenter fixes it.
6. **Direct hit in the hold:** Heavy structural damage. The ship takes immediate double Keel-KP damage and a random cargo/equipment is permanently destroyed.

Quick Example in Game:

The players' caravel (25 SVP, 6 CCP, Armor -2) encounters pirates in the mists of Eldervane.

- **Initiative:** The captain rolls Eloquence and wins over the pirates.
- **Round 1:**
 - **The captain** shouts orders ("Keep clear of starboard!") and gives the Helmsman +2.
 - **The helmsman** rolls Navigation (with +2) and manages to maneuver the ship out of the pirates' optimal line of fire.
 - **The gunner** loads the ballista, fires and rolls a 19 (EM +5!). The damage is 1D8, but thanks to EM they roll 1D10 instead. The damage becomes 8. The pirate ship's armor takes -1, a total of 7 SVP damage to the pirates.
- **Pirates' turn:** They return fire with a heavy catapult. They roll 15 and hit. The damage rolls to a mighty 11 points!
 - **Reduction:** The caravel's armor (-2) reduces the damage to 9. The helmsman uses his **Reaction (Emergency Maneuver)** but fails.
 - **Damage Flow:** The boat takes 9 SVP damage (Has 16 SVP left). Nothing bleeds over to the Keel-KP, so the hull is intact but the rig is shaking violently. The next hit could be dangerous unless the Carpenter starts repairs!

MODULE: Large-scale warfare and field battles

A battle in RedelfWorld is played in "Skeden" (battle rounds) that represent approximately 15–30 minutes of combat. Instead of fighting for each individual soldier, you fight for entire **Units** (groups of 50 to 200 soldiers). Characters take on officer roles to command troops or lead attacks personally.

1. Unit Statistics (Mirrored VP/KP)

Each unit has its own combat stats that work as a massive, collective organism. The damage flow follows the same logic as for regular characters.

- **Unit VP (EVP - Formation & Morale):** Represents the soldiers' stamina, formation density, and collective morale. As long as a unit has EVP left, they fight disciplined.
- **Unit KP (EKP - Manpower & Core):** Represents the actual number of soldiers and the structural survivability of the unit. When damage bleeds over from EVP to EKP, people die en masse. When EKP reaches 0, the unit is destroyed or flees the field.
- **Armor Reduction (RR):** Works just as usual and is deducted from any incoming *Unit damage*.

- *Easy (-1)*: Archers, peasant militia, leather-clad raiders.
- *Medium (-2)*: Standard infantry, city guards in chain mail.
- *Heavy (-3)*: Heavy cavalry, elite guards, Iron Banner veterans.

2. Examples of Units & Damage

The unit's armament determines their "Unit Damage" (how hard they hit when they engage the enemy).

Type of Device	EVP	ECP	RR	Device damage	Particularly
Peasant conscription (Militia)	15	3	0	1T6 (Easy)	Breaks quickly, cheap to set up.
Regular Infantry	25	6	-2	1T8 (Medium)	The backbone of every army. Can form Shield Wall.
Heavy Cavalry	30	5	-3	1T12 (Heavy)	Gains +2 attack when charging.
Archers / Distance	20	4	-1	1T8 (Distance)	Can attack over other units (range).
Artillery / Magician Corps	15	2	0	2T8 (Massive)	Ignores 1 Armor reduction, may force morale checks.

3. The Characters' Roles in the Field Battle

The characters cannot fight 100 men alone. Instead, they take on officer roles and use their skills to influence the battle. Each RP performs **1 Main Action** per stage.

Field Lord (KAR + Eloquence) *The one who rides in front of the trail and inspires.*

- **Main Action (Ordering)**: Roll Eloquence against SV 15. If successful, the Field Lord grants +2 to any unit's attack or defense this round.
- **Main Action (Hold the Line!)**: The field commander roars orders to prevent a collapse. Hit against SV 13. Immediately restores 1D8 EVP to a unit whose formation is about to break. At Effect Margin (EM) +5, the unit also gets +1 RR this round.

The Tactician (INT + History & Culture or Intuition) *The one who reads the terrain and the opponent's moves.*

- **Main Action (Flank / Maneuver)**: Strike against the enemy general's passive SV (often 15). On hit, the tactician finds a gap. An allied unit gains advantage (EM +5 gives them maximum damage on their next attack).
- **Main Action (Anticipate)**: Strike against SV 15. The tactician anticipates the enemy's attack and moves troops. Gives -2 to the enemy's next attack hit.

The Frontline Fighter (STY / SMI + Melee) *The hero who leads the spearhead and breaks the enemy ranks.*

- **Main Action (Break the Line!)**: The Vanguard rides straight into the enemy elite. Hit Melee with a 15 HP. On hit, the vanguard deals his *personal* weapon damage + STY directly into the enemy Unit VP (often a decisive blow to take down an ensign or punch a hole in the shield wall). At EM +5, the vanguard's action causes the enemy unit to suffer the *Shaken condition* (-1 to their attacks this round). *Risk: If fumbled, the Vanguard is pulled down into*

the crowd and takes 1D8 VP in personal damage.

Support (INT/VIL + Magic attack or Ranged weapon) *The one who casts spells or directs the rain of arrows.*

- **Main Action (Zone Control):** Strike to attack. If the attack hits (with AoE magic or massive arrow swarm), the enemy's EVP is reduced normally. At EM +5, the ground is set on fire, or mud is created (difficult terrain), preventing the enemy unit from moving or making tactical maneuvers for the next round.

4. The Field Round (Stage)

1. **Initiative:** The warlords roll $1D20 + \text{INT or KAR}$ to determine which army acts first.
2. **Orders and Moves:** Characters perform their Main Actions to buff and position.
3. **The Collision:** Players roll attack for their units ($1D20 + \text{Unit Skill}$ against a passive SV, often 13–15).
4. **Damage:** Just like in regular combat, damage is rolled (e.g. 1D8 for Regular Infantry). Armor (RR) is subtracted. The remainder reduces Unit VP.
5. **Bleeding to EKP:** If EVP runs out, the damage goes to EKP (Unit CP). Death toll rises drastically.

5. Critical Battle Events (When Morale Falls)

When a unit's EVP runs out and they begin to take EKP damage, or if the group has lost 50% of their total strength, the unit must immediately make a **Morale Test** (Resistance UTH/VIL vs. SV 15). The field lord may attempt to buff this hit.

If the morale test fails, roll **1D6 on the Chaos Table for Field Battles** :

1. **Panic:** The entire unit breaks formation and flees the field. They are out of combat permanently.
2. **Surrounded:** The unit is trapped and immediately takes 1D6 extra EKP in damage without Armor Reduction protecting.
3. **Broken Shield Wall:** The unit loses its Armor Reduction (RR becomes 0) for the rest of the battle and receives -2 to its own attacks.
4. **The officer falls:** The unit leader falls. If a Character is the "Frontline Fighter" in the unit, he must roll Resistance (SV 15) or take 1D6 personal CP damage from savage blows.
5. **Friendly Fire / Confusion:** In the chaos, the unit accidentally attacks (or flees into) an allied unit, which immediately takes 1D6 EVP in damage.
6. **Final Battle:** The unit realizes they are doomed. They receive one final, immediate attack with +2 damage, before being completely destroyed.

Quick Example in Games

Lasteveng's garrison (Regular Infantry: 25 EVP, 6 EKP, RR -2) defends the valley against a horde of shadowbound from Talgtoks (Militia/Cannon Mat: 15 EVP, 3 EKP, RR 0).

- **The tactician** begins by rolling History & Culture (SV 15). She succeeds and identifies that the Talgtok horde is running straight into a muddy depression. The garrison gains +2 to its attack.
- **The garrison attacks:** SL rolls 1D20 for the soldiers and adds the Tactician's +2. It's a hit! The infantry rolls their unit damage: 1D8. They roll a 7. The horde from Talgtok has 0 in

RR, so they take a full 7 points of damage on their 15 EVP. Their formation begins to falter.

- **The field lord** shouts "Hold the line!" and rolls Eloquence (succeeds with EM +5). The garrison regains 1D8 EVP and gains +1 RR this round, making them nearly invulnerable (-3 RR) once the horde crashes into them.
- **The Talgtoks horde attacks:** They hit, but their 1D6 damage rolls a 3. The garrison's strong defense (RR -3) swallows all the damage. The line holds and RedelfWorld's defenders stand firm!

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