

REDELFWORLD

Core Rulebook — Version 1.1 (English Edition)

A grounded, tactical medieval fantasy tabletop roleplaying game of resource scarcity, personal consequence, and divine trial.

TABLE OF CONTENTS

This rulebook is compiled in a structured and logical order for both Players and Game Masters. If viewing in Microsoft Word or Google Docs, you can update this table dynamically by right-clicking and selecting 'Update Field'.

CHAPTER 1: GAME DESIGN & PLAYER PROMISES

RedelfWorld is a gritty and medieval fantasy tabletop roleplaying game where your decisions, scarce resources, and personal relationships hold absolute weight. The rules are designed to keep the narrative and tension flowing smoothly without heavy bookkeeping or complex mechanics.

1.1 The Three Player Promises

- **1. Consequences Over Plot Armor:** Your character's actions carry logical and sometimes painful consequences. There is no invisible safety net protecting you from poor decisions.
- **2. Clear Risks:** The Game Master (GM) is expected to lay the cards on the table. Before rolling, you will always be informed of the stakes, difficulty, and potential fallout.
- **3. Reward-driven Drama:** Personal motives and vulnerabilities are not just background flavor. Your Drive, Relations, and Limits are the direct engine of progression, generating Campaign Points (CP) live during play.

1.2 Campaign Sliders (Tone Settings)

Before play, groups choose their preferred settings to customize the difficulty and thematic weight of their campaign:

- **Realism (Gritty) vs. Heroic Mode:** Under Realism (default), the brutal Wound Track is active, difficulties are higher, resources are scarce, and healing requires medical expertise and secure downtime. Under Heroic mode, VP/BP pools are larger, and healing is swift.
- **Darkness vs. Light:** Under Darkness, moral shortcuts yield short-term gains but lower your personal Karma. Under Light, acts of mercy and loyalty reward you with reliable allies and positive Karma.

SAFETY AT THE TABLE

RedelfWorld integrates three hardcoded safety tools directly into its core rules:

- 1. Alarm Signal (Pause): Take a short break if a scene becomes too intense or uncomfortable.*
- 2. Open Door: Allows any player to step away from the table without explanation.*
- 3. Aftercare: A structured 5-minute debrief after intense sessions to share feedback and unwind.*

CHAPTER 2: CORE MECHANICS & THE UNIFIED ENGINE

The most critical design element in RedelfWorld is its completely unified engine. There are no separate mechanics for combat, social influence, magic, or survival. Every single action is resolved using the exact same equation.

2.1 The Unified Engine

All skill rolls and attribute checks – without exception – are resolved using the following formula:

$$1D20 + \text{Skill Rank} + \text{Attribute} \geq \text{DV}$$

Nature vs. Nurture: This system perfectly balances a character's meded innate physical or mental aptitude (Attribute) with their dedicated training (Skill Rank). A physically weak but master blacksmith (STR 0, Crafting Rank 3) has the exact same chance of success (+3) as a raw-strong but completely untrained warrior (STR 3, Crafting Rank 0).

2.2 Difficulty Value (DV)

The target number for any roll is set by the Game Master based on the campaign's tone setting:

Difficulty	Heroic DV	Hardened (Gritty) DV	Description
Easy	DV 10	DV 12	Simple task under normal conditions (e.g., riding on a path).
Normal	DV 13	DV 15	Routine work under stress or combat (e.g., picking a lock).
Hard	DV 16	DV 20	Requires professional skill or carries heavy environment obstacles.
Extreme	DV 20+	DV 25+	Nearly impossible feats of legend (e.g., tracking in a blizzard).

2.3 Effect Margin (EM)

Success in RedelfWorld is not just binary; it is measured by how well you perform. For every full step of +5 that your total tärningsresultat exceeds the Difficulty Value (DV), you earn 1 Effect Margin (EM-step):

- **1. Declaration:** The player must declare how they intend to spend potential EM-steps before the tärning is rolled.
- **2. Combat Options:** Increase damage by +1 damage level (e.g., Light to Normal damage).
- **3. Tactical/Narrative Options:** Gain tactical advantages (knock back an opponent, open a line of sight, acquire extra details, act faster, or preserve resources).

2.4 Derived Values – Formulas & Uses

Your derived values are calculated automatically based on your final attributes (after applying ancestry and age modifications):

- • Body Points (BP) = $3 + \text{CON}$. Represents physical durability against deep, life-threatening wounds. BP heals extremely slowly (typically 1 BP per night of long rest in a safe, secure location).
- • Vitality Points (VP) = $10 + (\text{CON} \times 2) + \text{STR}$. Your outer defense buffer representing stamina, pain tolerance, and minor scrapes. VP takes damage first in combat and fully restores after a short 5-10 minute break (if you have the Hardened talent, add +2 to your maximum VP).
- • Focus Points (FP): Your mental, arcane, or holy energy pool. Minimum is always 1 FP. Bounded or channeled effects lock 1 FP in your pool until released:
 - - Mages: $\text{FP} = \text{INT} + \text{WIL}$
 - - Priests: $\text{FP} = \text{WIL} + \text{CHA}$
 - - Troubadours: $\text{FP} = \text{CHA} + \text{WIL}$
 - - Other Professions: Start with 1 FP (used to trigger general talents or physical maneuvers).
- • Initiative Bonus = DEX. The static modifier on your sheet. The active roll in combat is $1\text{D}20 + \text{DEX}$.
- • Burden (Burden Slots) = $\text{STR} + \text{CON} + 4$. The total carrying capacity of your character. Exceeding this value imposes a -1 penalty on all physical attack rolls, evasion, and agility checks.

CHAPTER 3: THE 11 STEPS OF CHARACTER CREATION

Follow these eleven steps in exact linear order to create your character. This avoids the mechanical conflicts found in older drafts, ensuring you never have to backtrack and recalculate your starting values.

- 1. Character Concept – Outline your identity and core Drive.
- 2. Allocate Attributes – Distribute 10 starting points over the six attributes.
- 3. Choose Ancestry – Select Human, Elf, Dwarf, or Halfling and apply modifiers.
- 4. Determine Age – Young, Middle-aged, or Old, balancing experience and physical costs.
- 5. Choose Background (Life Path) – Define your childhood, gaining a hook and +1 starting skill rank.
- 6. Choose Profession (Archetype) – Gain starting skills, special ability, and gear.
- 7. Roll Apprenticeship – Roll 1D20 on the Apprenticeship table to define your ties.
- 8. Choose a General Talent – Select one unique ability (e.g., Hardened, Iron Will).
- 9. Choose Limits (Optional) – Gain interesting flaws in exchange for extra starting CP or skills.
- 10. Distribute Skill Ranks – Allocate 9 free points under the strict starting cap of Rank 3.
- 11. Calculate Derived Values – Record BP, VP, FP, Burden, and roll your Signature Item.

Step 2: Allocate Attributes

You have 10 starting points to distribute over the six attributes. All start at 0. Pre-ancestry values must be between 0 and 3. You may start with one attribute at 4 if you lower another to 0. No starting attribute can exceed 4 after ancestral modifiers.

- • Strength (STR): Raw muscle, heavy lifting, melee damage, and Burden.
- • Dexterity (DEX): Coordination, agility, speed, ranged attacks, and Initiative.
- • Constitution (CON): Physical endurance, poison resistance, BP, and VP.
- • Intelligence (INT): Logic, memory, magical theory, and trap disarming.
- • Willpower (WIL): Mental grit, courage, counter-magic, and Focus.
- • Charisma (CHA): Social presence, charm, oratory, leadership, and holy power.

Step 3: Ancestry

Ancestry	Modifiers	Cultural Skill	Ancestral Talent	Cultural Relations Hook
Human	Valfri +1, valfri -1	Oratory *or* Crafting	Adaptable: Gain +1 rank in a free skill.	"Empire builders and opportunists. You never know whose side they're on."

Elf (Rivles)	+1 DEX, -1 STR	Survival *or* Magic Knowledge	Elven Senses: See in low light; +2 Intuition in forests.	"Bound by ancient treaties. They remember grievances for generations."
Dwarf	+1 CON, -1 DEX	Crafting *or* Resistance	Stone Skin: Gain natural 1 point Damage Reduction (DR).	"They value gold and oaths above blood. Trust their work, not their smiles."
Halfling	+1 CHA, -1 STR	Hide *or* Sneak	Lucky: Once per session, re-roll a natural 1.	"Underrated and invisible. People talk freely in front of them like children."

Step 4: Age

Your starting age category balances experience with physical decline:

- Young (up to 25): No attribute penalty, no bonus skill points.
- Middle-Aged (26-50): Gain +1 free skill point, but suffer -1 to STR or DEX (Dwarves and Elves are exempt).
- Old (51+): Gain +2 free skill points, but suffer -1 to STR and -1 to DEX (Elves suffer only -1 STR; Dwarves suffer only -1 DEX).

Step 5: Origin & Background

Select one background representing your early years. You receive +1 starting rank in one of its associated skills (subject to the starting cap of Rank 3):

- **1. Street Urchin:** Grew up in city slums. +1 Sneak, Hide, Lockpicking, or Intuition. Hook: Owes a debt to the underworld.
- **2. Noble:** Born into power. +1 Oratory, History, Read & Write, or Commerce. Hook: Scandal has stripped your family's influence.
- **3. Hermit:** Isolated in the wilderness. +1 Survival, Mental Strength, or Intuition. Hook: Witnessed a cosmic omen.
- **4. Apprentice:** Worked in a workshop. +1 Crafting, Alchemy, or Commerce. Hook: Holds unfinished plans to a legendary machine.
- **5. Militia:** Patrolman or soldier. +1 Melee (One-handed), Shield, or Resistance. Hook: Fled after refusing a brutal order.
- **6. Seafarer:** Sailed the coastlines. +1 Navigation, Acrobatics, or Commerce. Hook: Knows the location of a sunken ship.

Step 6: Choose Profession (Archetype Summary Table)

Your profession defines your core role and grants starting skills, starting gear, and a unique special ability. Below is the summarized table:

Profession	Starting Skills (+1)	Special Ability (1/scene)	Starting Gear & Burden
Warrior	Melee (1H), Melee (2H), Shield, Resistance, and Reflex *or* Ranged	Combat Stance: Toggle Offensiv (+2 attack, -1 defense) or Defensiv (+2 defense, -1 attack).	Weapon, shield, leather armor (DR -1), travel pack. Burden: 4 slots
Mage	Magic Attack, Magic Knowledge, Intuition, Read & Write	Arcane Focus: +1 Max FP permanent. Toggle magic attack attribute (INT <-> WIL).	Spellbook, arcane focus, robes, travel pack. Burden: 3 slots
Scout	Sneak, Survival, Navigation, Ranged, Intuition	Hunter's Mark: Mark a target to gain advantage on attacks and tracking.	Longbow, knife, camouflaged cloak, traps. Burden: 4 slots
Thief	Lockpicking, Trap Disarming, Acting, Sneak, Hide	Nimble Glove: Gain an extra bonus reaction to break sightlines or parry a projectile.	Lockpicks, dagger, dark cloak. Burden: 3 slots
Priest	Liturgy, Oratory, History, Mental Strength	Consecration: Once per scene, bless an ally to grant +1 on any roll. Channeley FP = WIL + CHA.	Holy symbol, ceremonial robes, holy oil, prayer book. Burden: 3 slots
Artisan	Crafting +2, and either Alchemy *or* Magic Knowledge, and either Oratory *or* Commerce	Improviser: Ignore penalties for lack of tools during field repairs or alchemy.	Tools of your trade, apron, portable chemistry set, raw materials. Burden: 4 slots
Adventurer	Choose any 5 starting skills at Rank +1 (max 2 physical, max 2 mental)	Adaptable: Once per scene, replace a failed skill roll with an attribute check.	Simple melee weapon, travel pack, lucky charm. Burden: 4 slots
Troubadour	Music & Art, Oratory, History, Intuition, and either Sneak *or* Melee (1H)	Musical Echo: Once per scene, use Music & Art instead of Oratory or Mental Strength.	Fine instrument, travel gear, rapier or dagger, sheet music. Burden: 3 slots

Step 7: Apprenticeship (Ties & Contacts Table)

Roll 1D20 to determine the nature of your apprenticeship, applying the following modifiers based on your history: +2 for an outstanding mentor, +1 for perfectly matching background, +1 for excellent tools, -2 for self-taught, and -1 for switching schools.

Roll Result	Outcome Status	Mechanical & Narrative Effect
1–4	Ruined	The training ended catastrophically. You start with an established Debt or Shame in the game world.
5–8	Deficient	You barely understand the basics. You start with a active Rival who claims you cheated on your exams.
9–12	Approved	A stable, average training background. You gain a reliable ordinary Contact within your guild or order.
13–15	Highly Approved	You performed above average. An influential master has given you a Letter of Recommendation (+1 on social interactions with guild members).
16–18	With Credit	You stood out as one of the best. You start with an influential Patron or sponsor who tracks your success.
19–20 (or 21+)	Golden Journeyman	You achieved top results. You start with a Master's Document, a highly influential contact, or a unique Signature Item, but also gain an envious rival.

Step 8: Choose a General Talent

Select one unique general talent or roll 1D20 on the table below:

Roll (1D20)	Talent	Game Effect
1–2	Iron Will	Gain +2 on Mental Strength rolls

		against fear and magic. Pressing these rolls is completely free.
3–4	Lucky	Once per session, you can re-roll a natural 1 (replaces the Halfling trait if redundant).
5–6	Hardened	Permanently gain +2 Vitality Points (VP) and recover faster from superficial damage.
7–8	Vigilant	You can never be surprised in combat, and permanently gain +2 on all your Initiative rolls.
9–10	Polyglot	You can speak, write, and read two additional languages beyond your startspråk.
11–12	Acrobatic	Gain +2 on Acrobatics to leave an enemy zone without triggering physical reactions.
13–14	Field Medic	You can use Healing (first aid) as a quick Reaction instead of requiring your main Action.
15–16	Firm Grip	Gain +2 to resist hostile Disarm or Push combat maneuvers.
17–18	Orator	When you achieve an EM of +5 on a social check, you can affect a whole group instead of one person.
19–20	Second Wind	Once per day, spend an action in combat to immediately recover 1D6 Vitality Points (VP).

Step 9: Limits (Optional Flaws)

You can select up to two personal flaws or Limits (such as One-eyed, Phobia, Wanted, Weak Constitution, or Severe Debt) to gain extra starting rewards. For each Limit chosen, you can select:

- Option A: +1 starting skill rank.

- Option B: +3 Campaign Points (CP) in your bank for future character progression.

Step 10: Skills Catalog

You have 9 starting points to distribute freely on your skills. Buying 1 rank costs 1 point. Strictly enforce the starting cap: No skill can exceed Rank 3 total (including modifiers from background, ancestry, age, and archetype) during character creation!

1. Defense Skills:

- Shield Mastery: Used actively as a reaction to block attacks (reduces damage by -1).
- Weapon Parry: Used actively as a reaction to block melee strikes with your weapon.
- Resistance: Physical resilience against poison, disease, blood loss, and critical injuries (CON).
- Mental Strength: Psychological shield against fear, charms, domination, and psychic attacks (WIL).
- Protect Ally: Used actively as a reaction to intercept an incoming strike aimed at an adjacent friend.

2. Attack Skills:

- Melee (One-Handed): Direct strikes using swords, axes, maces, spears, or shields in one hand.
- Melee (Two-Handed): Heavy, swinging strikes with massive greataxes, greatswords, or mauls.
- Ranged Weapons: Precision archery or thrown weapons (e.g., bows, crossbows, throwing spears).
- Unarmed Combat: Fisticuffs, wrestling, and utilizing natural claws or fangs.
- Magic Attack: Channeled projectiles, rays, and offensive ockult spells.

3. Agility & Exploration Skills:

- Acrobatics: Balancing, climbing, leaping, soft landings, and escaping enemy zones.
- Reflex: Catching your balance, dodging explosions, dragonfire, or area-of-effect spells.
- Sneak: Quiet, soundless movement in the shadows.
- Hide: Concealing yourself in shadows, vegetation, or behind solid obstacles.
- Survival: Finding food, tracking game, building shelters, and resisting extreme weather.

4. Intellect & Social Skills:

- Crafting: Smithing, tailoring, trap building, fielt repairs, and maintaining armor.
- Alchemy: Brewing elixirs, poisons, identifying rare herbs and liquid reagents.
- Magic Knowledge: Ockult research, arcane rituals, identifying spells, and counter-magic.
- Liturgy (Holy): Performing holy rites, invoking divine miracles, driving out undead and necrotic forces.
- Oratory: Persuading, bribing, negotiating, charming, or calming down an angry crowd.
- Intuition: Instinctive lie-detection, scanning body language, and discovering hidden passages.

CHAPTER 4: MAGIC, MIRACLES & SONGS

Magic in RedelfWorld is rare, demanding, and volatile. It is governed by Focus Points (FP). Channelling active effects binds 1 FP in your pool, locking it until the spell is dismissed or the song ends.

4.1 Mage Spell List (Arcane Sorcery)

Mages use INT + WIL to calculate FP. Their spell attacks roll: 1D20 + Magic Attack + INT (or WIL via Arcane Focus). Fumbling a spell triggers a roll on the Arcane Mishap table.

- Twilight Veil (2 FP): Creates a thick zone of shadow smoke (3x3 squares) within 15 meters. Ranged attacks through the smoke suffer a -2 penalty. Sneaking inside grants a +1 bonus.
- Chain Lightning (3 FP): Deals 1D8 storm damage to a target within 20m. It jumps once to a nearby enemy within 5m dealing 1D6. EM +5 allows +1 jump or increases initial damage to 1D10.
- Stone Hand (2 FP): A large stone fist grabs a target within 10m (binds 1 FP). The target must make a Strength check to escape.
- Stone Skin (2 FP): Grants an ally +2 Damage Reduction (DR) against all physical damage, lasting for the scene or until they have absorbed 3 physical hits.

4.2 Priest Miracle List (Holy Liturgy)

Priests use WIL + CHA to calculate FP. Their liturgies roll: 1D20 + Liturgy + WIL (or CHA for blessings/social miracles). Fumbling triggers a roll on the Liturgical Trial table, influenced heavily by Karma.

- Consecrated Ground (3 FP, 2-min ritual): Blesses a 3x3 square zone. Allies inside gain +1 against fear and mind-control, while shadow-born creatures take 1 VP damage when stepping inside.
- Blessing (2 FP): Grants three allies a +1 bonus on any single roll during the scene.
- Sanctuary (2 FP - Sacred): Suppresses violence. All physical attacks inside the zone (4m radius) deal -1 damage. Spilling blood requires a hard WIL check.
- Divine Call (3 FP): Invokes a divine manifestation that instantly heals 1D6 VP on two allies, or dispels all fear in the scene.

4.3 Troubadour Song List (Musical Magic)

Troubadours use CHA + WIL to calculate FP. Their performances roll: 1D20 + Music & Art + CHA. Ongoing songs lock 1 FP until they stop playing.

- Ballad of Heroism (2 FP): All allies who hear the song are filled with courage and automatically recover +1 VP at the start of each round (binds 1 FP).
- Dissonant Shield (2 FP): Creates a vibrating wall of sound. The next physical hit on the target is reduced by -1 damage level (binds 1 FP).
- Rhythmic Trance (2 FP): Coordinates movements. All allies gain +1 on Reflex saves against area attacks (AoE) while playing (binds 1 FP).

CHAPTER 5: CRAFTING, SMITHING & REPAIRS

Crafting weapons, armor, and traps in RedelfWorld requires three things: Raw Materials (measured in Silver), Time (measured in Shifts), and Hantverksverktug (Crafting Tools). All rolls use 1D20 + Crafting + Attribute.

5.1 Difficulty, Time, and Raw Materials

The raw materials for any crafting project cost exactly 50% of the item's market value in Silver. Working in the field without a proper forge or workshop increases the Difficulty by +5.

- • Simple (e.g., daggers, wooden shields, torches): Raw materials cost 50%, takes 1 Shift, DV 12-14.
- • Medium (e.g., iron swords, crossbows, light leather armor): Raw materials cost 50%, takes 2-3 Shifts, DV 15-17.
- • Advanced (e.g., plate armor, complex mechanism): Raw materials cost 50%, takes 4-6 Shifts, DV 18-20+.

5.2 Maintenance & Fiel Repairs

Weapons and armor degrade in RedelfWorld's lethal combats. During a long rest (night), a character can spend 1 Shift to maintain and repair their gear. This requires a successful Crafting check against DV 10. If the roll fails, or if maintenance is completely neglected, the armor loses quality: the very first hit the character takes the next day has its Damage Reduction (DR) reduced by -1.

APPENDIX A: HANTVERK/CRAFTING MISHAPS

Fumbling a Crafting roll (rolling a natural 1) completely ruins the work, destroys raw materials, and triggers a roll on the following table:

Roll (1D20)	Result	Mishap Effect
1–4	Backlash in the Forge	The forge sparks or explodes. The crafter takes 1D6 BP damage and must pass a CON check to prevent a Light Bleeding condition.
5–8	Destroyed Tools	Your crafting tools break. They are completely useless until repaired or replaced in a town (costing 10 Silver).
9–12	Ruined Materials	The materials are contaminated or melted. They are completely ruined; you must repurchase raw materials at full cost.
13–16	Hidden Crack	The item is completed and looks perfect. However, the first time it is used or hit in combat, it breaks instantly.
17–20	Imbalanced Weight	The item has bad weight distribution. It permanently takes +1 Burden slots in your pack or gives a -1 penalty on Initiative.

APPENDIX B: LITURGICAL MISHAPS

Fumbling a Liturgy roll (rolling a natural 1) represents an spiritual disruption or moral failing, triggering a roll on the following table. If your Karma is high (+3 to +5), roll twice and choose the mildest. If your Karma is low (-3 to -5), roll twice and the GM chooses the worst.

Roll (1D20)	Result	Mishap Effect
1–4	Soul Doubt	You are filled with sudden unworthiness. Suffer -1 on your next Liturgy roll in this scene.

5–8	Vow of Silence	Your throat is filled with solemn stumhet. You completely lose your voice for 1 round and cannot cast spoken miracles.
9–12	Karmic Whiplash	The miracle was invoked for selfish deeds. You lose -1 Karma immediately.
13–16	Cracked Symbol	Your holy symbol suffers a microscopic crack. All your miracles cost +1 extra FP until repaired with a Crafting check (DV 12).
17–20	Divine Silence	Your god turns their face away. Lose -2 Karma and suffer a +5 DV penalty on all Liturgy rolls until a severe penance is performed.