

REDELf BEYOND

*Science Fiction rule additions in RedelfWorld
Implemented based on the official design ideas*

Version 6.0 • Ready to play, fully complete with Chain Motor

Core Principle: *Redelf Beyond adapts RedelfWorld's robust medieval fantasy ruleset to a dark and believable science fiction setting. By preserving the game's core mathematical essentials—such as the resolution formula ($1T20 + \text{Skill Rank} + \text{Attribute}$), the VP/KP balance, and the six basic abilities—it adds complete and integrated rules for alien species, biological Cyberload, starship combat, advanced EMP technology, and psionics. This document is fully compatible with the game's Drive, Bonds, and Limits.*

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Compiled and formatted in professional edition**

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Chapter 1: Step-by-Step Character Creation

Creating a character in **RedelfWorld Beyond** is an exciting and cohesive 12-step process. This step-by-step guide will help you build your character from concept to game-ready assets, fully customized to the game's unique science fiction setting and resolution engine.

1.1 Step 1: Character Concept

Before you roll the dice or distribute any points, you should have a simple but strong basic idea about your character. Answer these three simple questions:

- **Who are you?** (For example, a Veyari psionist or a Terran marine).
- **What do you want?** (This will be your ****Drive****, your engine for collecting Campaign Points (KPG)).
- **Where do you come from?** (An orbital station, a nuclear world, or the lawless frontiers of space).

Write a short background of max 3 sentences. *Example: "I am Theren, a Veyari psionist who has recently severed my connection to the collective memory of my homeworld. I now seek the truth behind the strange sensor signals registered on the edge of the boundary space. My driving force is to find the source of the signals."*

1.2 Step 2: Distribute Attributes

Your attributes describe your character's basic physiological, mental, and social capabilities. You have six basic traits:

- **Strength (STY):** Raw strength, carrying capacity, and melee damage.
- **Agility (SMI):** Coordination, speed, fine motor skills, initiative and ranged attacks.
- **Endurance (UTH):** Physical health, resistance to damage, toxins, radiation, and cybernetic capacity.
- **Intelligence (INT):** Analytical ability, memory, technology, sensors, and psionics FP.
- **Will (WIL):** Mental strength, courage, mental defense, and psionics FP.
- **Charisma (KAR):** Social presence, charm, eloquence, leadership and personal charisma.

Points distribution rules: All attributes start at 0. You have **10 points** to freely distribute. No attribute may be lower than 0 or higher than 3 before species modifiers at the start. However, you have the option to start with an attribute of 4 before species modifiers, provided that you lower another attribute to a minimum of 0. The final starting limit is a maximum of 4 in any attribute after all modifications.

1.3 Step 3: Select Species (Biological Heritage)

Unlike the fantasy races, in RedelfWorld Beyond you choose from five unique sci-fi species. Your chosen race grants attribute changes, a selectable species skill, a unique biological ability, and a relationship hook:

- **Terrans (Humans):** Any +1 / Any ÿ1. Gains +1 rank in any starting skill (Customizable).
- **Veyari (People of the Divided Minds):** +1 WILL, ÿ1 RULE. Can reverse failed knowledge and sensor strike once per scene (Symbiotic memory).
- **Kharuun (The Gravity-Heavy):** +1 UTH, ÿ1 SMI. Permanently gains +1 Biological Armor (Grave Body), but has difficulty in zero gravity.
- **Selyth (People of the Floating Bodies):** +1 INT, ÿ1 STY. Operates in an artificial life frame (laws/heles with Engineering/Electronics) and has +2 to detect ambushes (Radial Sense).
- **Orrakai (The Multi-Body Colonies):** +1 INT, ÿ1 KAR. Gains +2 against Stun and Unconsciousness (Distributed Organism).

1.4 Step 4: Determine Age

Your age balances physical stamina against life experience:

- **Young (Up to 25 years old):** No attribute deductions, no bonuses.
- **Middle-aged (26–50 years):** +3 free skill points, but ÿ1 on either STY or SMI.
- **Old (51+ years):** +6 free skill points, but ÿ1 on STY and ÿ1 on SMI. (Kharuun and Veyari modify these deductions in the same way as Dwarves and Elves in the basic rules).

1.5 Step 5: Select Origin (Cultural Background)

Choose the environment your character was shaped by during their upbringing. This gives you +1 rank in one of the origin skills and a unique rule benefit per scene:

- **Vacuum Born:** Pilot or Exosuit. +1 to hit in zero gravity/confined environments.
- **Core World:** Computer Technology or Eloquence. Knowledge of large corporations and power blocs.
- **Colonist:** Survival or Engineering. +1 for improvising practical solutions.
- **Shipborn:** Engineering, Pilot, or Sensors. +1 on social battles on your home ship.
- **Borderlander:** Survival or Intuition. +1 to see through ambushes and outlaws structures.

1.6 Step 6: Choose Sci-Fi Archetype (Profession)

Your profession represents your training before becoming an adventurer. It gives you four starting skills at +1. (some give +2), a unique special ability, starting equipment, and a grappling hook:

- **1. Marine (Warrior):** Melee, Ranged, Protection, Resistance. Starts with Laser Carbine (1T8) and Armor 2.
- **2. Psionicist (Magician):** Psionics, Xenology, Intuition, Computer Engineering. Starts with Psionic Focus and Formula plate.
- **3. Scout (Scout):** Stealth, Survival, Navigation, Ranged Weapons. Starts with Sniper rifle and Camouflage cloak.
- **4. Infiltrator / Hacker (Thief):** Hacking, Lockpicking, Sneaking, Hiding. Starts with Data Pad and Thief Tools.
- **5. Field Chaplain / Preacher (Priest):** Liturgy, Eloquence, Medical Technique, Mental Strength. Starts with Holy Symbol and Field Medical Bag.
- **6. Technician / Engineer (Craftsman):** Engineering (+2), Electronics, Eloquence/Commerce. Starting with Tool Kit and Spare Parts.
- **7. Problem-solver (Adventurer):** Four optional skills at +1 (at least one from Protection, Acrobatics or Resistance). Starts with Laser Pistol and Allround Kit.
- **8. Diplomat / Spy (Troubadour):** Eloquence, History & Culture, Intuition, Acting. Starts with Diplomatic Passport and Dagger.

1.7 Step 7: Turn on Apprenticeship

Hit 1T20 on the fictional Apprenticeship table to see how your years of training shaped you. This gives you a personal connection in the form of a Mentor, a Rival, a Debt, a Patron, or a Contact. (Note: If your group uses the Chain Engine [Appendix L] for character-driven drama during Session 0, the results from the Apprenticeship period merge with your chain relationships.)

Stroke (1T20)	Background & Connection	Game Mechanic and Fictional Effect
1	Syndicated debt	Syndicate debt: You owe a crime syndicate 2,000 cr. They send debt collectors at the worst possible time. opportunity.

2	Old injury	Old injury: An accident during the apprenticeship gives you $\bar{y}1$ on all hits for Acrobatics under extreme conditions physiological conditions.
3	Faithful Mentor	Faithful Mentor: You have an experienced one teachers you can contact once per game session to gain fictional guidance or +2 on a knowledge roll.
4	Academic award	Academic distinction: You graduated with the highest grade. You gain a permanent +1 to Eloquence when you negotiates with representatives of corporations or authorities.
5	Bitter Rival	Bitter Rival: A classmate hates you for taking credit for a joint project. The rival appears as a fictitious obstacle.
6	Professional pride	Professional Pride: You refuse to compromise on quality. When performing field repairs (Chapter 8), you heal +1 extra VP on equipment.
7	Corporate Patron	Corporate Protector: A middle manager at a mega-corporation provides you with protection and information in exchange for favors.
8	Safety review	Security check: You have one left old security card that gives you +2 to Hacking to break into low-level corporate networks.
9	Black market contact	Black Market Contact: A Healer or customs officer can help you sell stolen goods or buy contraband with a 10% discount.
10	Technical Contact	Technical Contact: One The junkyard mechanic at a spaceport owes you a favor and can perform a field repair for free once per adventure.
11	Encrypted data chip	Encrypted data chip: You stole one

		Data chip with encrypted coordinates to a forgotten space facility. The gamemaster has the details.
12	Conspiratorial knowledge	Conspiratorial Knowledge: You overheard a conversation about a corrupt senator. You have +2 to Intuition against politicians.
13	Worn out equipment	Worn Equipment: One of your starting weapons has the 'Worn' tag (ÿ1 on attack rolls) until you repair it completely under one scene.
14	Damaged neural link	Damaged neural link: Your physiological interfaces are loose. You suffer ÿ1 on all Sensors rolls in extreme EMP environments.
15	Laboratory assistant	Laboratory assistant: You calibrated nanoassemblers in months. You gain a permanent +1 on all technical manufacturing attacks (Chapter 8).
16	Meticulous documenter	Meticulous Documenter: You tracked down all system errors. You get +1 on all kinds of Hacking when looking for hidden traces in networks.
17	Paramilitary training	Paramilitary Training: You participated in physical training. You gain a permanent +1 to your Initiative bonus.
18	Tough upbringing	Tough upbringing: You had to endure beatings and hard work. You gain a permanent +1 to your maximum Vitality Points (VP).
19	Heritage	Heirloom: Your master gave you a modified, personalized gadget. You begin the adventure with a starting item of your choice that has a built-in flashlight.
20	Rare find	Rare find: You found a working retro gadget in the scrap heap. You can sell it for 500 cr immediately or keep it for

		fictitious value.
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1.8 Step 8: Select General Talent

Choose one (1) general talent that sets you apart from the crowd (e.g. Iron Will, Vigilant, Field Medic, or Hardened which gives you +2 VP).

Talent	Game Mechanic and Fictional Effect
Hardened	Hardened: Permanently gives you +2 to your maximum Vitality Points (VP).
Iron will	Iron Will: Permanently gives you +2 to your mental defense as well as all Resistances against mental attacks, mind control, or neurological setbacks.
Vigilant	Vigilant: Permanently grants you +2 on Sensors or Detect moves to avoid surprise movements, hidden traps, or ambushes.
Field doctor	Field doctor: You can perform emergency medical treatments under extreme time pressure. A blow for Medical technology to stabilize a character only takes 1 round instead of 10 minutes during combat.
Vacuum van	Vacuum-Van: You were born or raised in space and move freely in weightlessness. You ignore all the disadvantages and deductions of weightlessness or low gravity.
Fast charger	Rapid Loader: Reloading a weapon or replacing an energy cell (which normally requires a Main Action) counts as a free action for you once per turn. battle scene.
Cyber-tolerant	Cyber-tolerant: Your body integrates alien technology extremely well. Your maximum Cyber Capacity is permanently increased by +1 CB (i.e. UTH + 2 instead of UTH + 1).
Technical genius	Technical Genius: You are a master at improvising and making objects. You gain +2 to all Engineering or Electronics checks for field repairs or 3D printing (Chapter 8).
Focus channel	Focus Channel: (Requires Psionicist) You have unusually stable mental discipline. Once per game encounter, you can restore 1D4 Focus Points (FP) by meditating undisturbed for an entire scene.
Fast reflexes	Fast Reflexes: Your biological neural pathways are optimized and fast. You gain a permanent +2 to your

	Initiative bonus and +1 on all hits for Reflex defense.
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1.9 Step 9: Select Limits (Optional)

You can choose up to two personal weaknesses (such as Wanted, Weak Constitution, or Severe Guilt). Each restriction grants you either +1 free skill rank immediately or +3 Campaign Points (KPG) in the bank for future use.

1.10 Step 10: Distribute Starting Skills

You get 9 free points to allocate freely among your skills. 1 point gives +1 rank.

Sharp starting ceiling: No skill can have a higher rank than rank 3 overall at start (including all bonuses from profession, age, and origin).

1.11 Step 11: Calculate Derived Values

Use your final attributes to calculate your personal resource pools:

- **Body score (KP):** Calculation: $KP = 3 + UTH$
- **Vitality Points (VP):** Calculation: $VP = 10 + (UTH \times 2) + STY$ (+2 if you have the Hardened talent)
- **Focus Points (FP - Psionic):** Calculation: $FP = INT + VIL$ (Non-psionics have 1 FP as minimum for general talents).
- **Load capacity (Board slots):** Calculation: $Load\ capacity = STY + UTH + 4$
- **Initiative bonus:** Calculation: $Initiative\ bonus = SMI$
- **Cyber Capacity (CB Limit):** Calculation: $Cyber\ Capacity = UTH + 1$ (The amount of implants you can install before you suffer from Cyber Stress).

1.12 Stage 12: Final Equipment, Signature Items & Relationships

- **Equipment:** List the starting equipment from your archetype and check off how much equipment slots (Table) your items take up.
- **Signature Item:** Hit 1T20 on the Signature Item table to get a personal story hook (e.g. a broken compass, a half coin or a strange dice).
- **Relationships:** Draw relationship lines to 2–3 of the other characters around the game table to tie your group together for the first adventure. If your group uses the Chain Engine (Appendix L), your 2–3 relationship ties and driving forces are created automatically via the Chain Engine tables.

Chapter 2: Species, biologies and origins

The universe of Redelf Beyond is not only inhabited by people with different ears, skin color, or names. Alien life has evolved under other suns, different gravity, different atmospheres, and different biological conditions. A truly alien species should therefore feel different both in fiction and at the gaming table without requiring a separate rules system.

When creating characters, we strictly separate two parts to create maximum space for the fiction:

- **Species:** Biological inheritance. What your character actually is physically, its particular physiology, attributes, and biological peculiarities.
- **Origin:** Cultural background. The environment and culture that shaped your character while growing up (e.g. a terran can be vacuum-born, but a Kharuun can be too).

Through this division, biology does not determine culture, and culture does not determine biology. All playable species follow the same basic and well-balanced structure: +1 to an attribute, -1 to an attribute, 1 biological ability, 1 selectable species skill, and 1 relationship hook. No species is objectively better than another; the abilities are designed to create interesting and different problem-solving rather than simply higher numerical values.

2.1 Terrans (Man among the stars)

Terrans are humans and their genetic descendants from colonies scattered across many worlds. They exhibit less biological specialization than many other species but an extreme ability to adapt culturally and technologically. They are found almost everywhere: on wealthy core worlds, inhospitable mining colonies, orbital stations, merchant fleets, free settlements, and military enclaves.

Attributes: Optional +1 and Optional -1. The choices are made at character creation and cannot be applied to the same attribute.

Skill: Choose one of the following: Computer Science, Eloquence, Engineering, or Pilot.

Species Ability - Customizable: Terrans start with +1 rank in a skill of their choice in addition to their other starting skills. This skill is still subject to the normal starting cap of max rank 3 at start.

Relationship Hook: Terrans are found across almost all of known space. This makes them easy to encounter but difficult to categorize. A Terran may identify more strongly with his planet, his station, his corporation, his ship, his faith, or his family than with humanity as a whole.

2.2 Veyari (People of the Divided Minds)

Veyari evolved on a world where almost all larger life exists in biological symbiosis. Their nervous system does not consist of a single centralized network; parts of memory and sensory processing occur in colonies of microscopic symbionts that live throughout their bodies. A Veyari therefore does not think entirely like a human. Memories can be felt as smells, temperatures, color patterns, or foreign impulses from their own symbiosis. Their skin is thin and translucent around the neck, hands, and face. During strong emotional activity, faint patterns of light can be seen beneath the skin.

Attributes: +1 REST, -1 CONTROL.

Species Skill: Choose one of the following: Xenology, Mental Strength, or Medical Engineering.

Species Ability – Symbiotic Memory: Once per scene, a Veyari can pause and allow its symbiotic nervous system to process past sensory impressions. The player may reroll a failed roll for Intuition, Xenology, Sensors, or memory-related Knowledge. The new result must be used.

Biological peculiarity: Veyari is strongly affected by substances that attack microorganisms. Broad-spectrum poisons, sterilization fields, and certain medical treatments can therefore be significantly more dangerous to them than to terrans.

Relationship Hook: For the Veyari, identity is not entirely individual. The question 'Who are you?' could just as easily mean 'What memories do you carry with others?' Terrans sometimes perceive the Veyari as mysterious or telepathic; they are neither—they are just biologically less lonely.

2.3 Kharuun (The Gravity Heavy)

Kharuun evolved on a massive world with significantly higher gravity than standard Terran worlds. Their bodies are short, broad, very dense, built around strong bone structures and reinforced with natural mineral deposits. Their blood uses metal-rich oxygen-binding compounds and is a dark copper color. Kharuun often consider the standard gravity of space stations to be almost ridiculously light.

Attributes: +1 UTH, -1 SMI.

Species Skill: Choose one of the following: Resistance, Engineering, or Exosuit.

Species Ability – Grave Body: Kharuun gains +1 Armor against physical damage through his dense tissues and naturally reinforced bone structures. This counts as biological Armor and can be combined freely with personal equipment.

Biological Limitation: Kharuun are not naturally agile in extremely low gravity or weightlessness. In weightlessness, they suffer a -1 penalty on Acrobatics moves unless they have relevant training or special equipment.

Relationship Hook: Kharuun cultures tend to view construction as a moral act. Something poorly built is not just substandard, it's irresponsible. A common Kharuun proverb roughly translates to: 'That which is to bear life must not lie about its strength.'

2.4 Selyth (People of the Floating Bodies)

Selyth originate from an ocean world where intelligence evolved beneath kilometer-thick oceans. Their original bodies are soft, radially symmetrical, and water-dependent. To function in standard Terran environments, most Selyth use a lifeframe—a mechanical or biomechanical artificial body filled with circulating fluid. What other species see as their physical exterior is therefore often largely a vehicle. The real Selyth resides protected within.

Attributes: +1 INT, -1 STR.

Species Skill: Choose one of the following: Electronics, Sensors, or Xenology.

Species Ability – Radial Sense: A Selyth does not have the same natural forward/backward orientation as humanoid species. When their sensory systems are functioning normally, they gain a +2 on hit rolls to detect surprise movements or attacks in their immediate surroundings. They can still be surprised by stealth, sensory disruption, advanced distraction, or psychic/mental effects.

Lifeframe: A Selyth's normal lifeframe is not considered cybernetic and therefore does not cost Cyber Charge (CB). Mechanically, a Selyth suffers the same damage and bleeding rules as fleshly characters when they take critical damage (CP damage) or have their armor penetrated, but in fiction this is described as structural system failures or physiological leaks (e.g., a fluid leak that deals 1 point of damage per round until it is sealed). Repairing or healing a Selyth's lifeframe (restoring HP/CP and stopping leaks) is done with the Engineering or Electronics skill instead of First Aid or normal Healing. If the frame is severely damaged (0 CP), the Selyth may need immediate access to water, a pressure tank, or backup circulation to survive.

Relationship Hook: Selyth has difficulty understanding why many terrestrial species attach so much importance to faces. For a Selyth, identity lies equally in movement patterns, rhythm, chemical signals, and thought associations. This makes their social expressions fascinating but sometimes difficult to interpret for other species.

2.5 Orrakai (The Multi-Body Ones)

An Orrakai is not a single organism—it is a colony. Hundreds of smaller organisms live in a common protective structure and function together as a coherent person. Each individual organism is simple and biologically limited, but the colony as a whole is highly intelligent. An Orrakai can therefore lose large parts of its external body without ceasing to be the same individual. But the question of exactly where the individual is has never been answered simply.

Attributes: +1 INT, ¥1 KAR.

Skill: Choose one of the following: Computer Science, Engineering, or Mental Strength.

Species Ability – Distributed Organism: Orrakai gain +2 to all Resistances to stun, unconsciousness, and effects that attempt to disrupt or knock out a single central nervous system. However, they are not completely immune to such effects.

Biological Peculiarity: Medical technology works differently on Orrakai. While standard emergency care is fine for wound care, advanced medical treatment often requires the Xenology skill or special colony medical equipment.

Relationship Hook: Orrakai have a different relationship with death. If 20% of the colony dies but the rest survives, is the individual still the same? If a colony splits into two functioning groups, which one is the original? The Orrakai themselves have several competing philosophical answers, and other species have even more.

2.6 Origins (Cultural environments)

Instead of locking races into fixed cultures, each character chooses an Origin that describes their upbringing, social norms, everyday knowledge, and environment. All species can in principle have any origin as long as biology allows it.

Origin	Optional skill (+1 rank)	Mechanical / Fictional effect
Vacuum-born	Pilot or Exosuit	Raised on stations or spaceships. Gains +1 on one hit per scene in zero gravity or confined environments.
Coreworld nest	Computer Technology or Eloquence	Rich and high-tech world. Knows about large corporations, governments and power blocs.
Squatter	Survival or Engineering	Wilderness and Settlement. Gain +1 per scene to improvise a practical solution with few resources.
Shipborn	Engineering, Pilot or Sensors	Life aboard a ship. Gains +1 on social battles with the crew of the ship you belong to.
Border world dweller	Survival or Intuition	Lawless areas. Gets +1 to hit for to detect ambushes, bluffs or power structures in lawless fields.

Chapter 3: Cybernetics and cyber stress

Cybernetic implants can enhance the body far beyond its natural limits, but each procedure places a strain on the nervous system, circulation, immune system, and the body's ability to integrate foreign technology. In Redelf Beyond, this physiological cost is measured as Cyber Burden (CB).

Each implant has a Cyber Burden (CB) value between 0 and 3. A character can install and wear an aggregate Cyber load based on its persistence:

Maximum Cyber Capacity = UTH + 1

Cyber Capacity is completely separate from your physical Carrying Capacity (Börd). The implants are part of your body and therefore do not take up regular equipment slots. If the technology is ON the body, it is Börd. If the technology is part OF the body, it is Cyber Load.

The cyber-burden categories work as follows:

- **CB 0 (Minimal):** Minimal or passive cybernetics (e.g. identity chip, data memory, cosmetic details).
Does not affect capacity and costs nothing.
- **CB 1 (Light):** Minor functional implants (e.g. improved eye, reinforced joints, subdermal communication).
Usually gives +1 to a limited area or a minor technical function.
- **CB 2 (Significant):** Significantly alters body function (e.g. reflex enhancement, cyberarm, subdermal armor, advanced neural link). Gives +2 in a limited area or a strong permanent bonus.
- **CB 3 (Extreme):** Extensive military or experimental equipment (e.g. full reflex accelerator, integrated combat system, cybernetic spine). Provides a very powerful advantage but is an extreme physiological strain.

3.1 Cyberstress (Exceeded capacity)

It is entirely possible to install more cybernetic than the body can safely integrate. For every point of Cyberload (CB) that exceeds the character's CyberCapacity, the character receives 1 point of Cyberstress. Cyberstress cannot be rested away, but requires the implants to be surgically removed or the UTH to be increased.

- **Cyberstress 1:** All your cybernetic implants gain ÷1 effective ET against EMP, minimum ET 1.
- **Cyberstress 2:** The nervous system is permanently working close to its limit. The character suffers ÷2 to their maximum Vitality Points (Max VP) value, ÷1 to their Initiative bonus, and the disadvantage from level 1.
- **Cyberstress 3+:** Systems are unstable. In addition to the disadvantages from levels 1 and 2, the character must strike for a cybernetic setback every time he rolls a natural 1 on an action that uses cybernetic.
The referee may also require regular medical stabilization.

Example: A character has Reflex Implant (ET 3), Neural Link (ET 3), and Reinforced Arm (ET 4).

With Cyberstress 1, the values are: Reflex Implant ET 2, Neural Link ET 2, and Reinforced Arm ET 3. An EMP attack is now struck once and compared separately against each implant's ET. If the EMP damage is 2, both the Reflex Implant (now ET 2) and the Neural Link (now ET 2) are struck and become Disrupted, while the Reinforced Arm (now ET 3) remains completely unaffected. This also fits nicely with the new rule in v5.4 where EMP against multiple implants is compared separately against each implant's own ET value.

Cyberstress then does not become yet another separate subsystem. It simply states: The more technology the body is pressured to carry beyond its safe capacity, the easier it becomes for the integrated electronics to malfunction.

3.2 Cybernetic setbacks

When a character carries Cyberstress 3+ and rolls a natural 1 on an action involving cybernetic implants, their physiology immediately suffers a physiological or electronic setback. Roll 1T20 on the following table:

Stroke (1T20)	Setback	Game Mechanic and Fictional Effect
1-4	Temporary system lockout	The affected implant is subject to local overload and

		stops functioning mechanically for 1 round.
5-8	Synaptic disruption	Painful muscle twitches spread throughout the nervous system. You immediately take 1D6 VP damage and suffer a -1 penalty to all physical actions for the next round.
9-12	Energy spike	A powerful electrical spike shuts down vital circuits. The implant becomes Disrupted (deals -2 to all actions using the implant) until the end of the next scene. Can be restored by yourself or an ally with a successful Electronics + INT hit against SV 13 (Main Action).
13-16	Local short circuit	A sharp electrical discharge burns biological tissue. Take 1D4 CP damage immediately (ignores physical armor) and the implant becomes Disabled until it is restarted (requires a Main Action and Electronics SC 13).
17-19	Hardware damage	The implant's circuit board melts or its hydraulics break. You take 1D6 CP damage, and the implant becomes Overloaded (it is unusable until repaired with Electronics/ Engineering vs. SV 15 and spare parts during a scene).
20	Catastrophic feedback	The implant collapses completely in an explosive discharge. The character takes 2D6 CP damage and suffers the Damaged condition (permanent -2 to all actions) until operated on during a scene. The implant's CB value becomes permanently locked into the nervous system (it cannot be uninstalled without military medical equipment) and can never be used again until it is completely replaced.

3.3 Implant catalog

The following implants are fully adapted to RedelfWorld's mechanical standards. They provide situational bonuses and do not normally increase your base attributes permanently (e.g. a cyberarm increases your STY situationally when lifted, not your base attribute STY, which prevents KP and Börd are recalculated incorrectly).

Implant	CB	ET	Mechanical Power & Function
Reflex implants	2	3	Synthetic neural pathways. Provides +2 to Initiative and +1 to all Reflex attacks. Lost if knocked out.
Reinforced arm	2	4	Hydraulic Muscles. Gives +1 to STY when lifting, grabbing, forcing doors, and melee. Does not affect KP or Börd.
Neural link	2	3	Direct neural interface. Gives +2 to Computer Engineering and Hacking when connected directly. Vulnerable to neural counter-intrusion.
Subdermal armor	2	3	Ceramic plates under the skin. Gives permanent +1 Armor (stacks with armor, max +1 total from implants).
Cyber optics	1	3	Multispectral eye. Provides night vision, heat vision, digital magnification, and +1 to Sensors/Detect when vision-related strokes.
Integrated target computer	1	3	Neural ballistic system. After you use the Aim action gives you an additional +1 on your next Ranged Attack.
Synthetic lungs	1	3	Optimized oxygen uptake. Gives +2 to Resistance to toxic air, smoke, gases and

Oxygen deficiency.
Halves oxygen consumption.

Military reflex accelerator	3	4	Advanced accelerator loops. Gives +3 on Initiative and +2 on one Reflex attack per round. Can Do not stack with reflex implants.
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Installation: Standard installation requires a successful Medical Engineering + INT roll against SV 15 in a sterile operating room. For complex CB 3 implants, the difficulty is SV 18+. A failed roll does not destroy the implant, but the GM chooses a complication such as extended recovery, temporary VP loss, infection, or the implant starts the Disturbed campaign.

Chapter 4: Weapon Systems, Armor, and EMP

In Redelf Beyond, damage type is separated from armor penetration to create a balanced and interesting combat environment. Energy therefore does not automatically provide armor penetration—the damage type only describes what the weapon does fictionally and how it interacts with resistances, while AP (Armor Penetration) determines how much Armor is actually penetrated.

Three central questions are thus answered completely separately for each weapon:

- **1. Damage:** How much damage does the weapon do? This is indicated by the weapon's damage die.
- **2. Damage Type:** What kind of damage is caused? It is indicated by the damage type: Physical, Energy or EMP.
- **3. AP (Armor Penetration):** How well does it penetrate armor? This is indicated by the weapon's AP value.

4.1 Armor and AP mechanics

Armor in Redelf Beyond is specified as a positive integer value (Armor 1, Armor 2, Armor 3, etc.) and is directly subtracted from incoming physical or energy damage. AP specifies how many points of Armor are ignored:

Effective Armor = Target Armor ÷ Weapon AP (Min 0)

Final Damage to Body/Hull = Incoming Damage ÷ Effective Armor

Important rule: AP penetrates physical matter, not energy shields. When a target has an active energy shield, the shield always takes the full damage of the attack first. AP is only applied to the damage that bleeds through the shield and reaches the armor itself.

4.2 EMP (Electromagnetic Attacks)

EMP attacks are used to disrupt or knock out electronic systems without causing normal physical damage. Biological targets without electronics are not affected. All electronic systems (robots, ships, cybernetics, shields) have an Electronic Resistance (ET) value.

When an electronic target is hit by an EMP attack, the total EMP damage is compared to the target's ET:

EMP damage relative to ET	Condition	Mechanical and Fictitious Rule effect
During half time ET	No effect	The system may flicker or show minor noise fictitiously, but mechanically works without penalty.
Half ET to below ET	Disturbed	The system is not working properly. Gives $\gamma 2$ on all actions that use the system. Lasts until the end of the next round.
ET to below $2 \times ET$	Off	The system does not work at all (robots solidifies, shields die, sensors turn black). Lasts for 1D3 rounds. Can be restarted by a technician with Electronics/Engineering vs. SV 13.
$2 \times ET$ or more	Overloaded	Actual physical/electronic damage. Requires repair with Electronics/Engineering towards SV 15 and appropriate tools and spare parts during a scene.

Accumulated EMP: Multiple smaller EMP attacks can combine to knock out larger systems. The target registers the highest single EMP damage during the round, and each additional EMP hit during the same round adds half its damage (rounded down) to the accumulated load.

EMP vs. Multiple Implants: If a character is wearing multiple cybernetic implants and is hit by an EMP attack, separate hits are not made for each implant. Instead, the following simple procedure applies: Hit EMP damage once. Compare the same result separately with the ET for each active implant. Implants with the same ET can be treated as a group. This prevents a powerful EMP attack from knocking out more sensitive systems while leaving less sensitive ones completely untouched, and keeps battles fast-paced without extra dice rolls.

4.3 Standard weapons in Redelf Beyond

Arms	Damage	Damage type	AP	Birth	Properties &
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					Tags
Monomolecular knife	1T6	Physical	1	0*	Easy, extreme sharp.
Blaster gun	1T6	Energy	0	1	Smooth, standard sidearm.
Laser rifle	1T8	Energy	1	2	Overheating (burns extra energy at EM+5).
Plasma rifle	1Q12	Energy	2	2	Heavy, Overheating, Devastating Power.
Projectile carbine	1T8	Physical	0	2	Auto (can cover zones with fire).
EMP carbine	1T6 EMP	EMP	—	2	Electronic attack, attacks through ET.
Sniper rifle 1T10		Physical	2	2	Precision weapons (Aiming gives an additional +1).

4.4 Hacking and neural countermeasures

Core Mechanics: Hacking in RedelfWorld Beyond is done wirelessly or via direct physiological connection by hitting Hacking + INT against the target's Firewall SV. Firewall SV is normally based on the target system's security class: Low Security (SV 11), Medium Security (SV 13), or Corporate Military Standard (SV 15).

Range and Connection: Wireless hacking can be done at a distance of Near (for personal devices) or Contact (for secured ship systems). Connecting physiologically with a Neural Link lowers the difficulty on hacking attacks by 2 due to the direct neural data stream, but makes the hacker vulnerable to direct neural feedback (Black ICE).

System control and feedback: A successful hacking attack achieves basic read access.

The Effect Margin (EM) can be used for more advanced effects: EM+5 gives System Control (close

locks, disable sensors, download encryptions), and EM+10 gives Root access (control defense robots, trigger emergency shutdown). If you hack via a Neural Link and roll a natural 1 (fumble), your nervous system suffers neural feedback from the system's countermeasures. You immediately take 1D6 direct CP damage (ignoring armor) and your Neural Link becomes Off.

Chapter 5: Spaceship Battle

Core concept: *The ship is the collective body of the group. The crew is its actions.*

Spaceship combat in Redelf Beyond is designed to keep the entire group active. The ship doesn't fight as a lone figure with just one die. The pilot maneuvers, the gunner opens fire, the sensor operator finds the target, the engineer keeps the reactor and shields alive, and the captain coordinates everything. No player sits idly by.

5.1 The Ship's Core Values

- **Shield:** Energy barrier that takes damage first. Functions as the ship's Vitality Points (VP) and is fully restored after a scene if the generators are undamaged.
- **Hull:** The structural integrity of the ship. Corresponds to Body Points (CP). Damage does not heal automatically and can trigger system damage. When Hull reaches 0, the ship is Knocked Out.
- **Armor:** Damage reduction against Hull damage (subtracts from damage penetrating the Shield). Does not reduce damage against the Shield itself.
- **Maneuver:** The ship's agility. Specified as a modifier (+3 to ÿ3) applied to all of the pilot's strikes.
- **Sensor:** The ship's target computers and radar. Specified as a modifier (+3 to ÿ1) added to sensor hits.

5.2 Size Classes and Hitting Mechanics

Ships are divided into Size Classes from 0 (fighters, drones) to 5 (megaships, space stations).

Accuracy is affected by the size difference: For each Size Class the target is larger than the gunner's ship, the gunner gains +1 on his attack roll (max +3). For each Class the target is smaller, the gunner gains ÿ1 (max ÿ3). A fighter thus has a very easy time hitting a large cruiser, while a cruiser's main artillery has a hard time hitting a small fighter without point defenses.

The ship's Defense SV = 12 + Maneuver. This means that a fighter with Maneuver +2 has Defense SV 14, a merchant carrier with Maneuver +0 has Defense SV 12, a frigate with Maneuver ÿ1 has Defense SV 11, a heavy cruiser with Maneuver ÿ2 has Defense SV 10, and a capital ship with Maneuver ÿ3 has Defense SV 9. The size modifier (as per 5.2) is then added to the gunner's attack roll. This makes the ship's Maneuver valuable even when the pilot is not actively evading.

5.3 Distance zones

Space is measured in five tactical zones: Contact (docking, boarding), Close (dogfight, point defense), Medium (normal combat distance), Long (artillery, missiles), and Extreme (long-range sensors).

Movement: The pilot can move the ship one zone closer or further away by a hit for Pilot + SMI + Maneuver against SV 13. If the opponent tries to prevent the movement, it becomes a resistance hit between the pilots.

5.4 The course of the combat round

Each round in space consists of five distinct phases:

- **1. Initiative:** The captain rolls 1D20 + Eloquence + KAR + Ship's Maneuver. A ship without a captain uses the pilot's 1T20 + Pilot + SMI + Ship's Maneuver.
- **2. Sensor Phase:** Sensor operators search for hidden targets, break jamming, and lock on to homing devices.
- **3. Maneuver phase:** Pilots change distance, avoid obstacles, chase or flee.
- **4. Action Phase:** The crew performs their Main Actions in initiative order.
- **5. Final phase:** Check for missiles in flight, fires, hull breaks or reactor voltages.

5.5 Crew roles

Captain (KAR + Eloquence): Command (SV 13) gives an ally +2 on the next ship battle. EM+5 either gives an additional ally +2, allows an ally to move their action earlier, or resets an ally's Reaction. Rally the Crew (SV 15) removes demerits from panic or shock.

Pilot (SMI + Pilot + Maneuver): Maneuver (SV 15) either gives a gunner +2 on his next hit (Offensive) or gives an enemy y2 on his next attack on the ship (Defensive). Evade (Reaction) is rolled against the enemy's attack result to reduce incoming damage by 2 (at EM +5, damage is reduced by 4).

Marksman (SMI + Heavy Weapons): Fire! (1T20 + Heavy Weapons + SMI) against enemy SV. EM steps can be used for +1 damage level, hinder enemy maneuvers, or hit a specific subsystem if target lock is present.

Sensor Operator (INT + Sensors + Sensor): Target Lock (SV 13) grants +2 on next attack against target. EM+5 (System Analysis) allows next hull damage to select a specific subsystem as a critical hit.

Engineer (INT + Engineering): Emergency Repair (SV 13) restores 1D6 Shield. EM+5 can also relieve 1 Reactor Stress, stabilize a critical system failure, or restart a shut down system. Repair System (SV 15) removes ongoing system failures.

5.6 Hunt and escape (Hunting meter)

When one ship is chasing another, the Chase meter is used from y3 to +3. The meter starts at 0. Each round, both pilots make a resisting roll for Pilot + SMI + Maneuver. The winner moves the meter one step in their direction (EM+5 moves the meter two steps). At +3, the fleeing ship is Overtaken (the pursuer gets boarding mode, +2 on attack, or forces the range to Close). At y3, the fleeing ship is Escaped (jumps to hyperspace or breaks combat). Other crew members can perform actions to give their pilot +2 on the chase roll.

5.7 Critical System Damage (Integrity Check)

When a ship lacks Shield and takes at least 1 Hull Damage, an Integrity check is immediately made: 1D20 + Engineering + INT vs. SV 15. On failure, the ship suffers a critical hit (Hit 1D8):

Stroke (1T8)	System damage	Game Mechanic and Fictional Effect
1	Motor meeting	Maneuver ability is damaged. Gives ý2 to all future Maneuver hits until repaired.
2	Sensor failure	The ship's target computers and screens go out. Gives ý2 to the ship's Sensor.
3	Weapon system damaged	A random manned weapon becomes completely Disabled.
4	Shield generator damaged	Shields become unstable and cannot longer reloads during combat.
5	Hull breach	Decompression and pressure drop in a section. The crew must act against oxygen deficiency.
6	Internal fire	Fire spreads inside the ship, causing 1D6 direct damage on Hull (or lowers a system's condition) in each End Phase until it suffocates. The does not damage the energy shields because they are outside the ship.
7	Reactor damage	The reactor immediately overheats. and creates +1 Reactor Stress.
8	Command failure	The bridge is damaged. Gives ý2 to the ship's Initiative and all Command types.

5.8 Reactor stress (Override)

The ship can be pushed beyond its normal limits to provide temporary advantages. The Engineer can voluntarily increase the ship's Reactor Stress (0 to 3) by +1 to override engines (+2 on pilot/fighter hit), shields (restore 1D6 Shield immediately), sensors (+2 on sensor hit), or weapons (+2 damage on next attack).

At Reactor Stress 2, the engineer takes ý1 on all repair rolls against the reactor. At Reactor Stress 3 (Critical), 1D6 is rolled in each End Phase—on a roll of 1–2, a serious reactor incident occurs (e.g., hull damage, engine failure, or reactor shutdown). The engineer can spend his Main Action to relieve the reactor with Engineering + INT against SV 13 (reduces stress by 1, at EM+5 by 2). **Phase Order:** The End Phase always occurs strictly last in the combat round, after all crew members have performed their

Main Actions in the Action Phase. This means that the engineer can use his Main Action in the Action Phase to relieve the stress and thereby avoid the reactor incident that would otherwise have been triggered in the Final Phase.

5.9 Standard vessels in Redelf Beyond

Ship's clothes ss	Size	Shield	Hull	Armor	Maneuver	Sensor	Standardb weapon
Fighter	0	15	4	1	+2	+0	1 easy laser cannon
Trade cat	1	25	7	2	+0	+0	2 easy laser cannon you
Military frigate	2	40	10	3	ÿ1	+1	4 heavy weapon mounts n
Heavy Cruiser	3	55	15	4	ÿ2	+2	6 heavy weapon mounts a, missile battery eri
Cinema- organic ship	1	30	7	2	+0	+1	2 easy armed a
Capital risk fabric	4	75	22	5	ÿ3	+3	Heavy plasma tteries

5.10 Missiles and torpedoes

Homing weapons systems move across the tactical battlefield in real time and do not hit immediately, giving the crew a chance to react, avoid, or shoot them down before it's too late.

Firing: The gunner makes a normal attack roll (1T20 + Heavy Weapons + SMI) to launch a missile or torpedo. If the roll is successful, the projectile is airborne and locked on the target.

Flight time: Depending on the distance at which the missile was launched, the time it takes to hit varies. Flight time is tracked according to the following table:

Distance zone	Flight time (rounds)	Mechanical / Fictional effect
Contact	Directly	Hits immediately in the action phase.
Near	Final Phase of the same round	Hits in the same round End Phase. Can be reacted against and shot down with point defense in the End Phase.
Means	Next round's Final Phase	Hits in the next round's End Phase. Can be shot down with point defense or avoided through maneuvers during the next round.
Far	After 2 full rounds	Must travel over several rounds. Requires active target lock.
Extreme	After 3 full rounds	Long-range attack. Can be avoided through maneuvers.

Dodge Missiles: During his Maneuver phase, the pilot of the defending ship may attempt to shake off an actively flying missile by performing an extreme evasive maneuver. The pilot rolls Pilot + SMI + Ship's Maneuver against SV 15. On a successful hit, the missile's remaining flight time increases by +1 round due to the chaotic flight path. At EM+5, the missile loses its target lock completely and crashes into cosmic debris or misses the target completely.

Target Lock: If contact is broken (e.g. by the target jumping or hiding behind an asteroid field) or if the sensor operator loses their target lock, the missile loses its homing and automatically misses.

5.11 Point defense

Ships equipped with Point Defense Systems (PDS) can shoot down incoming missiles and torpedoes during the Final Phase of the combat round before they hit the hull.

Reaction (PDS procedure): When point defense is activated, the operator spends 1 Reaction. The system is then allowed to make a number of separate defense strikes (PDS strikes) up to the weapon's capacity. The gunner makes 1T20 + Heavy Weapons + SMI at SV 12 (or SV 14 for heavy torpedoes) against each selected incoming projectile.

Result: On a successful hit, the missile is shot down and rendered harmless. On a failed hit, the missile hits and deals full damage to shields or hulls.

Example (Saturation Attack): Three missiles are coming at a merchant ship. A gunner activates the ship's Laser Gatling (Capacity 2) by spending 1 Reaction. The gunner chooses incoming missiles A and B to engage. Against missile A, the gunner hits 1T20 + Heavy Weapons + SMI against SV 12 and succeeds, which neutralizes missile A. The gunner then hits missile B but fails; missile B continues and hits the ship. Missile C could not be engaged at all because the point defense capacity was fully utilized (Capacity 2). More missiles than the point defense capacity can thus overwhelm the system.

Arms	Damage	Scope	Special Rules
Laser gatling	1T4	Near	Point defense (reaction). Capacity 2. To activate the system costs 1 Reaction. The shooter then chooses up to two incoming missiles and makes a separate defensive strike (PDS strike) against each.
Flak cannon	1T6	Near	Point defense (reaction). Capacity 1. To activate the system costs 1 Reaction. The archer makes a parrying strike against an incoming missile, but can also deal 1D6 damage against enemy fighters.

5.12 Boarding and Conquest

Boarding an enemy starship is one of the most dangerous maneuvers a crew can undertake. It requires the enemy ship to be crippled or locked in place.

The process takes place in four clear steps:

- 1. **Contact:** The ships must be in the Contact range zone. This often requires the target to shields are down and its engines are throttled or temporarily disabled, or a successful maneuver with a high Power Margin (EM+5).
- 2. **Boarding mode:** The boarding ship uses magnetic grappling hooks, harpoons or docking locks to lock in. This requires a hit for Pilot + SMI + Ship's Maneuver against SV 15.
- 3. **Breakthrough:** The infiltrators must break through the hull or airlocks. This requires an Engineering + INT roll against SV 15, or a directed explosive charge (Demolition).
- 4. **Battles on board:** When the breakthrough is a fact, the battle shifts to a personal scale. Then The usual basic rules for combat and close combat on deck are used.

Break Docking: If the defending ship manages to start its engines or wants to shake off the boarding ship, a resistance battle is required between the two pilots. If the defender wins, the couplings are torn apart (which can cause 1D6 hull damage to both ships).

5.13 Targeted system hits

A skilled gunner can choose not to just shoot randomly at the enemy ship, but instead target a specific subsystem—such as the engines to prevent escape, or the weapons systems to silence the enemy's cannons.

Requirements: Directed hits can only be performed if the sensor operator has established an active target lock on the target (successful sensor hit in the Sensor Phase).

Mechanics: The gunner declares which system (Engines, Weapons, Shields, Sensors, or Bridge) is the target and takes a $\frac{1}{2}$ penalty to his attack roll (1T20 + Heavy Weapons + SMI).

Result: If the attack hits and damages the hull (passes through any shields and armor), no random Integrity check is made. Instead, a critical system damage is automatically inflicted on the selected system (see the table in section 5.7 for specific effects).

Chapter 6: Psionics and Mental Powers

In Redelf Beyond, the traditional magic system from RedelfWorld has been replaced by Psionics—mental and neurological powers that are channeled directly through the willpower and brain of the practitioner. Psionics are not spell scientists, but individuals whose brains have developed the ability to manipulate matter, energy, and minds through sheer thought power.

Psionic powers are powered by Focus Points (FP) in exactly the same way as magic in the basic rules:

Maximum Psionic FP Pool = INT + VIL

The actual dice roll to activate a psionic power is calculated according to the basic engine:

1T20 + Psionics (rank) + VIL (Charisma can be used as an alternative attribute for social/mind-affecting powers without affecting the FP pool)

Neurological setbacks and mishaps

When a psionist rolls a natural 1 (fumble), or attempts to push powers with 0 FP, or fails a pushed psionic blow, their nervous system is immediately hit with a neurological short circuit. This replaces the magical mishap table with a thematic Neurological Setback table:

Stroke (1T20)	Setback	Game Mechanic and Fictional Effect
1–4	Neural drainage	The psionist suffers a painful mental fatigue. Lose 1D4 FP immediately out of your pool.
5–8	Synaptic blockade	The nerve pathways overheat. You suffer ÷2 on your next psionic strike during the scene.
9–12	Sensory short circuit	You lose sight or hearing for 1 round. Gives ÷2 to all physical actions and attacks.
13–16	Self-destructive tear	The raw mental energy damages brain tissue. Take 1D4 KP in direct damage (ignoring armor).
17–19	Synaptic fever	You take 1D6 VP in mental damage from the neurological fever and becomes Slashed (÷1 on all hits).
20	Catastrophic collapse	Your entire mental barrier collapses. Take 1D6 KP in serious damage, and your maximum FP pool is lowered by ÷1 FP permanently until you receive advanced medical/psionic care.

6.1 Standard Forces (Example)

- **Kinetic Push (1 FP):** Telekinetic thrust. Throws an enemy or object 2 meters back, dealing 1D6 physical damage. EM+5 throws the target 4 meters and can knock it to the ground.
- **Mental Veil (1 FP):** Mental shielding. Create a mental fog around you that makes you difficult to perceive. Gives +2 to Sneak and Hide in a scene.
- **Telepathic Bond (1 FP):** Establish a silent, two-way mental communication link with a ally within sight during the scene. Binds 1 FP during the time.

- **Neural Probe (2 FP):** Mind Control. The target must hit a mental defense against your Will (WIL). At failure, the target suffers confusion and cannot perform reactions or complex actions during 1 round.
- **Pyrokinetic Spark (1 FP):** Elemental manipulation. Ignite flammable materials or deal 1D6 energy damage (fire) at range (Close). At EM+5, the fire spreads to the target's clothing or adjacent flammable objects, dealing 2 damage per round until extinguished.
- **Electro-Pulse (2 FP):** Tech Overload. Create a targeted EMP shock. Strike a psionic attack against the target's Electronic Resistance (ET). On a successful hit, deal 1D6 EMP damage (or temporarily reduce ET by 1 at EM+5). This counts as a close-range EMP attack.
- **Biokinetic Mend (2 FP):** Cellular acceleration. You channel mental will to close wounds and stimulate healing. Instantly restores 1D6 VP to a fleshly target (or yourself) through physiological touch. At EM+5, also temporarily stops ongoing bleeding or the spread of poison. Cannot be used on Selyth or Orrakai without xenological modification.
- **Cognitive Shield (1 FP):** Mental armor. You create a mental barrier around your mind. Grants +2 to all Resistance rolls against mental attacks, mind control, or neurological setbacks during a scene.
- **Synaptic Overload (2 FP):** Nerve-barring attack. Sends an intense shockwave through the target's motor system. nervous system. The target must make a Pain Resistance (PRF) save against your Will (WIL). On a failure, the target takes 1D6 VP damage and suffers ÷2 to all physical actions for the next round.
- **Far-Sense (1 FP):** Sensory Projection. You project your senses through physical barriers. You can hear and see through doors, walls, or bulkheads up to 10 meters thick for 1 minute. Grants +2 to Sensors or Detect to locate hidden enemies.

Chapter 7: Sci-Fi Archetypes and Professions

The classic fantasy professions in RedelfWorld are directly mirrored here to their science fiction counterparts. This allows players to keep the same role distribution at the table but with the right sci-fi touch to their starter packs, equipment and special abilities.

Fantasy Archetype	Sci-Fi Equivalent	Core Skills & Special Equipment
Warrior	Marine	Melee +1, Ranged Weapon +1, Protection +1, Resistance +1. Starting equipment: Laser Carbine (1T8), Heavy Body Armor (Armor 2).
Magician	Psionist	Psionics +1, Xenology +1, Intuition +1, Computer Engineering +1. Starting Equipment: Psionic Focus, Formula Tablet.
Scout	Scout	Stealth +1, Survival +1, Navigation +1, Ranged Weapons +1. Starting equipment: Sniper rifle,

		camouflage cloak, sensors.
Thief	Infiltrator / Hacker	Hacking +1, Lockpicking +1, Sneak +1, Hide +1. Starting equipment: Data pad, thief tools, flexible clothing.
Priest	Field Chaplain / Preacher	Liturgy +1, Eloquence +1, Medical Technique +1, Mental Strength +1. Starting Equipment: Holy Symbol, Field Medical Bag.
Craftsman	Technician / Engineer	Engineering +2, Electronics +1, Eloquence or Commerce +1. Starter equipment: Advanced tool kit, spare parts.
Adventurer	Problem-solver	Four skills of your choice at +1 (at least one from Protection, Acrobatics or Resistance). Starts with Travel Kit, Laser Pistol, All-Purpose kits.
Troubadour	Diplomat / Spy	Eloquence +1, History & Culture +1, Intuition +1, Acting +1. Starting equipment: Diplomatic passport, nice clothes, dagger.

Chapter 8: Technical manufacturing, 3D printing and system maintenance

In the cold depths of space, self-sufficiency and maintenance are a matter of survival. The old medieval blacksmithing and crafting system from RedelfWorld has been adapted in RedelfWorld Beyond to high-tech counterparts: nano-assembly, 3D printing, system maintenance and cybernetic repair. Instead of heavy axes and anvils, technicians use fusion welders, material melters and advanced programming interfaces.

8.1 Manufacturing process and materials

Manufacturing advanced space objects, weapons, armor, or cybernetic implants requires raw materials (chemical polymers, metal alloys, circuit boards), a functioning manufacturing station (e.g., a 3D printer or a nanoassembler), and time in the form of Work Shifts (approximately 4–8 hours of uninterrupted work).

The raw material cost is always calculated as half (50%) of the finished item's market price in credits. To succeed in crafting, the character rolls an Engineering + INT or Electronics + INT (depending on the nature of the item) roll against the item's Crafting SV:

Category	EN	Examples of items Simple	Time & Raw Materials
Simple objects	<i>EN 10</i>	mechanical tools, flashlights, basic personal equipment, ammunition.	1 work shift, 50% of market price.
Medium-difficult items	<i>EN 13</i>	Laser pistols, laser rifles, standard implants (CB 1), Thief's tools.	2–3 work shifts, 50% of market price.
Advanced items	<i>EN 15</i>	Plasma rifle, heavy missiles, advanced cybernetics (CB 2–3), exoskeleton.	5–10 work shifts, 50% of market price.
Extreme systems	<i>EN 18+</i>	Spaceship reactors, military bulk shields, CB 3+ experimental implants.	Several weeks, requires special components.

8.2 Maintenance and field repair

During the fierce battles in space, weapons, armor, and systems wear out quickly. If a weapon is hit by a fumble (or if an armor's armor is completely penetrated by an AP attack that deals critical damage to the hull or the carrier), the game director may declare the item as Damaged.

Damaged equipment gives a ÿ1 disadvantage on all moves it is used in. Repairing personal equipment in the field requires an advanced tool kit, 1 work shift, and a successful Engineering + INT or Electronics + INT roll against a DC of 13. If the roll fails, the item cannot be repaired until more advanced laboratory tools or new spare parts are acquired.

8.3 Misadventures of manufacturing and craftsmanship

Working with unstable energy sources, plasma flows, and nanotech materials carries enormous risks. If a character rolls a natural 1 (fumble) during a manufacturing or repair roll, the process immediately suffers a mishap. The player must then roll 1D20 on the following high-tech manufacturing mishap table:

Stroke (1T20) 1–	Mishap	Game Mechanic and Fictional Effect
2	<i>Short circuit in the weld</i>	The fusion welder short-circuits in a shower of sparks, melting down your raw materials. All components used in the process (or the equivalent of 1D6 x 100 credits) become completely unusable.
3–4	<i>Hidden microcrack</i>	The object looks perfect when it rolls out of the printer. But the first time it is put under pressure (or used in a harsh situation), it breaks and becomes completely unusable.
5–6	<i>Software conflict</i>	The system's built-in firmware conflicts with the printer drivers. The item deals ÿ1 to all hits when used until it is reflashed and completely reprogrammed (Electronics + INT against SV 13, takes 1 round).

7-8	<i>Uncalibrated cell</i>	The energy cell becomes unbalanced and draws double current (if it is a weapon or item with limited operating time), alternatively the object will be permanently tagged Overheating until it is recalibrated.
9-10	<i>Chemical smoke generation</i>	The plastic and polymer melter overheats, filling the workshop with toxic fumes. The manufacturer inhales the toxic fumes and must immediately make a Poison Resistance (PWR) save of 13 or take 1D6 VP in direct damage.
11-12	<i>Unstable voltage</i>	The weapon or object's energy delivery becomes extremely uneven. Its damage die is permanently lowered by one die step (e.g. from 1D8 to 1D6) until it is recalibrated for an entire scene.
13-15	<i>Ergonomic fiasco</i>	The handle, balance, or neural interface is incorrectly calibrated. The item is so clumsy and inconvenient that the character suffers y1 on all physical actions where the item is used.
16-17	<i>Fragile shielding</i>	The item has insufficient electromagnetic insulation. Its Electronic Resistance (ET) is permanently lowered to ET 1, making it extremely vulnerable to enemy EMP attacks.
18-19	<i>Poor insulation</i>	The object leaks microwaves or electromagnetic radiation. It disrupts all electronic sensors in its immediate vicinity (within a 5 meter radius), giving y1 on Sensory stroke for everyone in the environment.
20	<i>Printer collapse</i>	The printer or nanoassembler is hit by a critical reaction loop and explodes. The manufacturer immediately takes 1D6 KP in physical damage and the workshop becomes completely unusable until it is fully repaired.

Chapter 9: Social Struggle and Influence

In a galaxy dominated by greedy mega-corporations, rigid military tribunals, and lawless space gates, words can be as deadly as plasma beams. Negotiating a contract, exposing a conspiracy during a trial, or blackmailing a corrupt sector chief can decide an entire adventure. This chapter introduces the full social combat system in RedelfWorld Beyond.

9.1 Social Vitality Points (SVP) and Social Armor

To play out intense social conflicts with the same tension as physical battles, the characters use derived mental values:

- **Social Vitality Points (SVP):** represents your mental acuity, your reputation, and your strength of character during a debate or negotiation. It is calculated according to the formula: $SVP = 10 + (KAR \times 2) + WILL$. If your SVP reaches 0, you are mentally defeated, forced to give in to the will of your opponent, or completely socially outcast.
- **Social Armor:** represents your formal position, military rank, or corporate authority. It acts as a social armor, deducting a fixed amount of damage from all incoming verbal or logical attacks.

Social Status/Rank	Social Armor	Fictional example
Outlaw / Tire Worker	<i>Armor 0</i>	A poor frontier dweller, pirate or scrap technician with no formal influence.
Officer / Specialist	<i>Armor 1</i>	A respected ship's pilot, military chaplain, or experienced chief engineer.
Corporate diplomat	<i>Armor 2</i>	An authoritative ship captain or licensed corporate negotiator.
Board Member / Sector Manager	<i>Armor 3</i>	A high-ranking director with power over entire solar systems and legislation.

9.2 Arguments as Weapons

During a social battle, combatants use various verbal techniques, logical evidence, or threats to break down the opponent's arguments. These act as weapons and do damage to the opponent's SVP:

Argument type	Damage	AP	Mechanical & Fictional Description
Cold logic / Data analysis <i>1T4</i>		0	Gives +2 to the attack roll (Velour) due to indisputable facts. Very difficult to argue against fiction.
Personal charm	<i>1T6</i>	0	Play on emotions, sympathy, flattery and personal magnetism. Often ignores formal regulations.
Authoritarian threat	<i>1T8</i>	1	Leverage your or your organization's power. Penetrates most social protection (AP 1).
Extortion (Data Files) <i>1T12</i>		2	Reveal secret encrypted logs, illegal transactions, or personal sins (AP 2).

9.3 Social acts of struggle

Social battles take place in rounds where each participant has one Main Action and one Reaction per round.

Initiative is taken with Eloquence + KAR:

- **SPEAKING (Social attack action):** The player rolls 1D20 + Eloquence + KAR against the opponent's Social Defense SV (which is normally 10 + VIL). On hit, the argument's damage is dealt directly to the opponent's SVP after deduction for Social Armor.
- **HOLD (Aim/Defend):** You analyze the flow of the debate and look for logical gaps. This lowers the opponent's Social Armor by 1 on your next attack, or gives you +2 on your next offensive hit.
- **GE (Support):** You support an ally's argument by tabling in good points or confirming their claims. Roll Mental Strength + WIL against a DC 13 to immediately restore 1D6 SVP to an ally.
- **DEFLECT (Reaction):** When you are hit by a verbal attack, you can use your Reaction to deflect the argument. Roll Mental Strength + WILL against the opponent's attack. If you succeed, the incoming SVP damage is halved.

9.4 Social wounds and reputational damage

If your SVP is reduced to 0 and you take further damage, you suffer a deep reputation drop or a trauma in the form of a Social Wound. The player must then roll 1D6 on the following Social Wounds table:

Strike (1D6) 1–	Social wound	Game Mechanic and Fictional Effect
2	<i>Unanswered</i>	You become completely speechless and lose your next Main Action in the debate. You are so mentally taken that you can only use the GE action (to back up others) during the rest of the scene.
3–4	<i>Lost foothold</i>	You lose your fictitious influence over the audience. You are struck by insecurity and all your own social Attack (TALA) only deals halved SVP damage for the rest of the scene.
5	<i>System Locked Out</i>	Your credibility is completely destroyed with the audience, and you are considered a liar or a fraud. You suffer a ÿ3 penalty on all future social skill rolls for the rest of the adventure.
6	<i>Socially murdered (Removed)</i>	Your good reputation in the sector suffers a catastrophic collapse. You permanently lose ÿ1 in the KAR attribute, or you permanently lose a valuable contact or ally.

Chapter 10: Karma and Causality Index

In the cold, indifferent universe that is the playing field of RedelfWorld Beyond, some still believe in a cosmic causality. This is called the Causality Index or more popularly known as Karma. This optional system measures

the balance between a character's moral actions and how the universe responds to them, represented by a value from -5 to +5 (starting at 0).

10.1 Positive Karma (Causal tailwind)

Heroic, selfless, or deeply self-sacrificing actions grant the character Positive Karma (+1 to +5). This cosmic tailwind can be used by the player to manipulate the dice rolls:

- The player can spend 1 point of Positive Karma to add +2 bonus to any dice roll of their choice (or give +2 to an ally).
- The player can spend 1 point to allow the universe to provide a lucky random advantage in the fiction (e.g. an important door turns out to be unlocked, or the guard happens to look the other way at just the right second).
- At extreme cosmos adjustment (Karma +5), the character suffers a permanent 'guardian angel' effect: if you suffer a fatal attack or fail a blow to death, you may re-roll this dice roll once per game encounter.

10.2 Negative Karma (Causal Headwind)

Reckless, extremely selfish, cruel, or treacherous actions lower the character's Causality Index to Negative Karma (-1 to -5). This gives the Game Master (GM) the opportunity to use the Cosmic Headwind against the player:

- The SL can spend 1 point of the character's Negative Karma to give the character a -2 deduction on any dice roll.
- The SL can spend 1 point to trigger an unfortunate random setback in the fiction (e.g., an energy cell suddenly discharges, a door is automatically blocked or the weapon suffers a simple fault).
- In case of extreme causal imbalance (Karma -5), the character suffers cosmic misfortune: all neurological setbacks (fumbles with psionics) or cybernetic setbacks are scored twice on the respective fumble table, and the game leader chooses the absolute worst result.

Chapter 11: Currency, Economy, and Equipment Lists

In the cold depths of space, everything is governed by credit. The power of corporations rests on their financial resources, and for a freelancer or bounty hunter, the right equipment can be the difference between wealth and a cold, vacuum-proof death. This chapter describes the galaxy's currency system, as well as the prices and values that apply to personal equipment.

11.1 The currency system (Credits)

The universal currency in known space is Credits (cr). Credits exist in two main forms:

- **Digital Credits:** Standard payment in the wealthy core worlds and within the corporate realms. Transactions take place directly between personal accounts and data pads. They are extremely secure but completely traceable, which means that pirates, smugglers and criminal networks avoid them.

- **Cred chips:** Physical storage devices loaded with established cryptographic values. They act as anonymous cash. They can be bought, sold, stolen, and hacked, making them the dominant currency in the frontier and black market.

The cost of living in the galaxy varies greatly depending on where you are, but as a benchmark for the fiction, the following monthly living costs (food, lodging, oxygen fees) apply:

- **Simple standard of living (Tyre worker, colonizer, scraper technician):** 500 cr / month. Covers basic needs and cheap synthetic nutrition.
- **Average standard of living (Ship's officer, specialist, experienced marine):** 1500 cr / month. Provides own cabin, fresher raw materials and stable basic medical insurance.
- **High standard of living (Corporate negotiator, company director):** 5000+ cr/month. Luxury apartments on core worlds, genuine raw materials and access to the best medical care.

11.2 Equipment lists

The following tables list prices in Credits (cr) and weights in Carrying Capacity (Board Slots) for personal equipment in RedelfWorld Beyond. For manufacturing (according to the rules in Chapter 8), the raw material cost is always half (50%) of the listed market price.

Table 20: Standard Weapons and Price List

Arms	Damage	Damage type	AP	Birth	Price	Property r & Tags
Monomole knife	1T6	Physical	1	0*	150 cr	Easy, extreme sharp.
Blaster pistol	1T6	Energy	0	1	300 cr	Smooth, standard sidearm.
Laser rifle	1T8	Energy	1	2	600 cr	Overheating g (burns extra energy at EM+5).
Plasma weapon r	1Q12	Energy	2	2	1200 cr	Heavy, Overheating g, destructive force.
Projectiles bees	1T8	Physical	0	2	450 cr	Auto (can cover zones with fire).
EMP Carbine 1T6		EMP	—	2	500 cr	Electronic

						attack, attacks through ET.
Sniper ever	1T10	Physical	2	2	800 cr	Precision the monkey (Aim gives an additional +1).

Table 21: Armor, Protection and Price List

Armor / Protection	Armor	Birth	Price	Description
Personal protection (Clothes)	Armor 0	0	200 cr	Smooth everyday clothes with sewn-in ballistic threads. Does not hinder SMI.
Standard body armor	Armor 1	1	500 cr	Ceramic protective plates and Kevlar mesh. Default for law enforcement.
Heavy body armor	Armor 2	2	1000 cr	Military protective equipment. Covers the whole body and provides excellent protection.
Exosuit	Armor 3	3	2500 cr	Heavy, pressurized environmental combat suit. Provides built- in radiation protection and 1 hour oxygen reserve.

Table 22: Technical Equipment, Tools and Materials

Subject	Birth	Price	Usage & Function
Data pad (Standard)	1	100 cr	Personal handheld computer for wireless connection, searches and

			data storage.
Advanced data pad	1	350 cr	Modified pad with extra processing power. Gives +1 to Hacking.
Thief tools	1	150 cr	Mechanical and electronic tools for physical door locks and gates.
Toolkit (Technician)	1	200 cr	Standard tools for field repairs of machinery and weapons.
Advanced tool kit	2	500 cr	Complete nanorepair kit. Required for repair of spacecraft parts and CB 3 implants.
Spare parts (package)	1	100 cr	Circuit boards, cables and mechanical spare parts which is consumed at field repairs.
Raw material polymers	1	50 cr	One unit of raw material for 3D printers and nano-assemblers. Equivalent to 100 cr manufacturing.

Table 23: Medical Equipment and Drugs

Medical Equipment / Drug	Birth	Price	Game Mechanical Effect
Field medical bag	1	200 cr	First aid equipment and surgical tools. Required to provide First Aid.
Emergency care spray (Medgel)	0*	75 cr	Sprayable healing substance. Restores 1D6 VP immediately (one dose, consumed on use).

Stim pack (Adrenaline)	0*	50 cr	Chemical adrenaline rush. Gives +2 to Initiative and +1 to physical attacks during a scene, but lowers Max VP by 1 until you resting.
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Table 24: Cybernetic Implants and Market Prices

Implant	CB	ET	Price	Mechanical Function
Reflex implants	2	3	3500 cr	Synthetic neural pathways. Gives +2 on Initiative and +1 on all Reflex attacks.
Reinforced arm	2	4	3500 cr	Hydraulic muscles. Gives +1 to STY when lifting, grip, door forcing and melee.
Neural link	2	3	3500 cr	Direct neural interface. Gives +2 to Computer Engineering and Hacking during direct connection.
Subdermal armor	2	3	4000 cr	Ceramic plates under the skin. Provides permanent +1 Armor.
Cyber optics	1	3	1500 cr	Multispectral eye. Provides night vision, heat vision, digital magnification and +1 on Sensors.
Integrated target computer	1	3	1500 cr	Neural ballistic system. Gives an additional +1 after the Aim action.

Synthetic lungs	1	3	1500 cr	Optimized oxygen uptake. Gives +2 against gases and halves oxygen consumption.
Military reflex accelerator	3	4	7500 cr	Advanced accelerator loops. Gives +3 to Initiative and +2 to a Reflex attack per round.

Chapter 12: Game Rules, Skills, and Initiative

In RedelfWorld Beyond, the resolution engine determines the direction of the fiction when the outcome of a plot is uncertain. By preserving the classic 1T20 system of the core rules, the game remains fast, intuitive, and deadly, while the technological future places new demands on the characters' specialist skills.

12.1 Core mechanics and difficulty levels

Every time your character performs an action that involves a challenge, risk, or fictional adversity, you roll a skill roll. The formula is always the same:

Resolution formula: 1T20 + Skill Rank + Attribute

The sum is compared to a Difficulty Value (DV) which is determined by the game leader (GL) based on the difficulty of the situation:

Difficulty level	EN	Fictional Description & Example
Easy	EN 10	A routine task under normal circumstances. For example, running a hovercraft in calm weather or search an unprotected database.
Normally	EN 13	A task that requires focus and basic training. The standard level of adventurous actions under time pressure.

Difficult	EN 15	Requires specialist knowledge or is performed under immediate danger to life, e.g. to hacking-force a simpler corporate firewall into battle.
Extreme	EN 18	A feat that pushes even the most experienced specialists. For example, calibrating an overheated fusion reactor in the middle of a hull breach.
Almost impossible	EN 20	A fictional legend. Only the most unlikely moments of fate succeed here, often requiring maximum rank and attribute points.

Effect Margin (EM): The difference between your total hit and the Difficulty value is called the Effect Margin. If your hit is equal to or higher than the SV, you succeed, and your EM becomes positive (Roll ÷ SV). If your hit is lower, you fail, and your EM becomes negative. EM+5 or more often provides exceptional fictional advantages or extra damage, while EM steps are used to unlock hidden system effects.

12.2 The general skills list

The following skills constitute the complete list of available areas of knowledge and action in RedelfWorld Beyond. Each skill is tied to a primary attribute used in the dice roll:

- **Acrobatics (SMI):** Movement through difficult terrain, avoiding traps, climbing, maintaining balance, and navigating in weightlessness (zero gravity).
- **Computer Engineering (INT):** Searching for information in databases, software configuration, programming and encryption of files.
- **Ranged Weapons (SMI):** Precision and handling of personal ranged weapons such as pistols, rifles, carbines and laser projectors.
- **Electronics (INT):** Repair circuit boards, solder, bypass security systems, and troubleshoot and maintain electrical hardware.
- **Exosuit (SMI/UTH):** Use and maintain heavy spacesuits, mining equipment and armored combat suits under extreme physiological conditions.
- **Hiding (SMI):** To hide objects, smuggle small items past customs scanners, or conceal oneself in the terrain or shadows.
- **Hacking (INT):** Wireless or physical neural counter-intrusions into secured networks, manipulating firewalls and take root access over the system.
- **Trade (KAR/INT):** Valuing foreign materials, buying and selling goods on the black market, and bargain and conclude financial contracts.

- **History & Culture (INT):** Knowledge of human expansion, extraterrestrial history, corporate power blocs and galactic factions.
- **Engineering (INT):** Design, build, and repair mechanical systems, spacecraft parts, reactors and structural hulls.
- **Intuition (VIL):** Understanding people and reading body language, seeing through lies, detecting bluffs or sensing fictitious threats.
- **Liturgy (WILL/KAR):** Religious ceremonies, spiritual guidance, and understanding of cosmic morality among sects or religious orders.
- **Medical Technology (INT):** Wound care, surgeries, biochemical analyses, administration of drugs and cybernetic installation interventions.
- **Resistance (UTH):** Physical resistance to toxins, biological infections, extreme radiation, oxygen deprivation and physiological exhaustion.
- **Navigation (INT):** Calculate hyperspace jumps, read star charts, and navigate spaceships through solar system or asteroid belts.
- **Melee (SMI/STY):** Close-range combat with knives, monomolecular blades, energy weapons, or with clean fists.
- **Pilot (SMI):** Control hovercraft, personal vehicles, transport craft, and spacecraft through atmospheres or the vacuum of space.
- **Psionics (VIL):** Channel mental and neurological powers to manipulate matter, energy, and minds (for Psionics only).
- **Sensors (INT):** Manage spacecraft radar, search for hidden attenuated signals, interpret planetary scans and breaking jamming transmissions.
- **Acting (KAR):** Disguise, playing a role, disguising the voice, hiding emotions and ability to lie credible.
- **Protection (SMI/VIL):** Using personal shields, energy fields, holding defensive positions and utilizing protective terrain in battle.
- **Stealth (SMI):** Move silently, avoid triggering motion sensors, and move unnoticed in hostile environments.
- **Heavy Weapons (SMI/STY):** Handle spaceship artillery, fixed cannons, heavy plasma batteries, and portable rocket launchers.
- **Eloquence (KAR):** Social persuasion, argumentation in debates, giving speeches, charming customs officers or hold interrogations.
- **Xenology (INT):** The study of extraterrestrial biology, alien languages, customs, cultures, ecosystems, and extraterrestrial artifacts.
- **Survival (INT/VIL):** Find food and shelter on inhospitable planetary surfaces, manage local ecologies, and track in the wilderness.

12.3 Initiative and combat sequence

When a conflict escalates into direct physical violence, the fiction is broken down into combat rounds. Each combat round represents approximately 5–10 seconds of intense real time.

Initiative Roll: When combat begins, each participant rolls 1D20 + SMI + Initiative bonus (from talents, drugs, or implants). This roll sets the order for the entire combat scene and is not rerolled between rounds.

The highest initiative acts first. In the event of a tie, the highest basic attribute SMI decides, then the game is over.

Action Sequence: During your turn in the initiative order, you have access to the following resources:

- 1. A Main Action (e.g. firing a weapon, hacking a door console, healing an ally, or performing a complex movement).
- 2. A Movement (Move up to your base speed).
- 3. Free actions (e.g. shouting a short sentence to an ally or dropping an item).

In addition, each character has access to a maximum of one (1) Reaction per combat round. A Reaction can be used during an enemy's turn to perform defensive actions (such as hitting Guard to block a hit, or using Point Defense against a missile).

Chapter 13: Campaign Points (KPG), Drivers and relationship bond

In RedelfWorld Beyond, character development is driven by their narrative experiences. By integrating personal beliefs, human relationships, and inner weaknesses into the game system, role-playing and drama are rewarded with Campaign Points (KPs), which are used to improve a character's values.

13.1 How KPG is earned

At the end of each game session, the game group and the game leader sit down to review the characters' development. Typically, a character earns between 1 and 3 KPG per game session based on the following criteria:

- **Drive:** If your character has taken risks, made dramatic decisions, or significantly acted in line with their personal Drive during the game encounter, you receive +1 KPG.
- **Relationship Bonds (Bands):** If your character's relationship with another character or important fictional character has been deepened, challenged, dramatically changed, or put at risk, you gain +1 KPG.
- **Limits:** If you have actively allowed one of your fictitious Limits (e.g. Wanted or Guilt) cause it for yourself or the group, or create an interesting fictional complication, you gain +1 KPG.
- **Basic Participation:** The game leader also awards 1 basic KPG to all participants who have contributed to the progress of the story and shown commitment around the game table.

13.2 Character development and costs

Campaign Points (KPG) serve as the character's experience currency. By spending collected KPG between game sessions, you can upgrade your stats according to the following fixed costs:

Character upgrade	KPG cost	Regulatory Requirements & Restrictions
Raise a skill rank	New rank × 3 KPG	E.g. raising a skill from rank 2 to 3 costs 9 KPG. The maximum the ceiling for skills during play is rank 5.
Buy a new general Talent	10 KPG	You purchase a new Talent from the table in Chapter 1.8. You must meet any prerequisites (e.g. Focus channel requires Psionicist).
Raise a Basic Attribute	20 KPG	Permanently increases any base attribute by +1 (max to 5). Requires a fictitious explanation, such as hard training or intense cognitive therapy.

Chapter 14: Movement, Rest, and Natural Healing

Life in the galaxy is a constant battle against wear and tear, injury and physiological stress. Understanding how your body moves, how it recovers from exertion and how wounds heal is crucial to surviving the dangers of space.

14.1 Physical movement and speed

Movement is measured in meters during combat scenarios, and is directly controlled by your Agility (AGI):

Base Speed: 5 meters + SMI meters per round (Minimum 2 meters)

Running: By spending your Main Action on running (Sprint), you can move twice as far during your round (i.e., double your base speed).

Weightlessness (Zero Gravity): Without gravity, you cannot walk normally. Movement requires pulling yourself along bulkheads, moving in tethered harnesses, or using the Exosuit's built-in steering motors. Moving quickly or performing evasive maneuvers in zero gravity requires a successful Acrobatics or Exosuit save of 13. A failure means you float away uncontrollably, becoming an easy target.

14.2 Rest and recovery

When your character takes damage or exerts themselves mentally and physically, your Vitality Points (VP) and Focus Points (FP) pools are depleted. Recovery occurs through two types of rest:

- **Short Rest (Pause):** Takes about 10–15 minutes of undisturbed rest, where the character sits down, drinks some water, and exhales. Instantly restores 1D6 + UTH Vitality Points (VP) (minimum 1 VP). You can only take a Short Rest after a completed combat scene or other strenuous event.
- **Long rest (Sleep/Shift):** Requires approximately 8 hours of continuous sleep in a safe, temperate environment with good oxygen supply (e.g., a ship's cabin, a crew barracks, or a hotel on an orbital station).
A Long Rest restores all your Vitality Points (VP) to their maximum value, all Focus Points (FP) for psionics, and 1 + UTH Body Points (CP) (minimum 1 CP).

14.3 Natural healing and medical care

When your Body Points (KP) are damaged, it represents serious, structural wounds and internal injuries that will not heal with a simple break. The body heals slowly naturally, but the process can be significantly accelerated with the right medical equipment:

- **Natural Healing:** Without medical equipment, a character heals extremely slowly. The character regains only 1 KP per day of complete, undisturbed, and safe rest in the field.

Medical Care: If an ally with a field medkit (or other adequate medical equipment) performs daily care and makes a successful Medical Technique + INT roll against SV 13, the injured character recovers 1 + UTH KP per day (minimum 1 KP). If the roll fails, healing occurs at the natural rate of 1 KP per day instead.

Appendix L: The Chain Engine — Character-Driven Drama

L.1 Introduction and purpose

The Chain Engine is a character-driven drama system for Session 0 of RedelfWorld Beyond. It helps the game team create tightly knit characters with deep personal relationships, dark pasts, and immediate fictional traps in the galaxy. Instead of the background being just passive text on the role form transforms your experiences into active game mechanic resources.

L.2 The link to Campaign Points (KPG loop)

The dramatic elements you bring out here are your direct engine for earning experience points (Campaign Points - KPG) during the course of the game (see Chapter 13):

- **Enemies, Contacts & Debts:** Current people or organizations that wish you harm, support you or demand favors in return. They constitute your Relationship Bands (Bands).
- **Traces & Trauma:** Physiological or psychological scars, patterns and triggers from your past. They constitute your Limits.
- **Driving force:** Your personal and burning motive in the fiction. This constitutes your Drive.

By actively playing on these relationships and weaknesses during the game sessions, you are rewarded with KPG at the end of the session.

L.3 Recommended structure for character creation (Session 0)

To create a dynamic and close-knit adventuring group, the following routine is recommended when creating characters together:

- Each player makes one (1) chain based on a shaping Experience (1T20).
- Each player rolls one (1) chain per chosen Limitation (1D6) that the character starts with in Step 9.

L.4 Overlap with Step 7 and Step 12

Because the Chain Engine creates very dense and specific relationships, it replaces or supplements the hooks (contact, debt, rival, promise) you would otherwise score on the Apprentice Table in Step 7 of the Basic Rules. If you score the Apprentice Table, you merge the results: if the Apprentice Table gives a 'Rival' and the Chain Engine gives an 'Enemy', they are one and the same corporate agent or pirate captain in the fiction. In addition, the Chain Engine's relationships count directly into the 2–3 relationship ties you write down in Step 12.

L.5 Step-by-step procedure

Choose whether you want to start from a personal weakness or a historical event. If you want to be random, hit 1T2:

- **1. Branch A – The Constraint Chain:** Starting from your chosen Constraint (Step 9). Roll 1D6 on the constraint's unique question to see how the mechanical trap arose, and follow the deepening tag (BF, BK, BS, BD, BT, BR, BL) to the correct table. Finally, you roll 1D6 on Starting scene.
- **2. Branch B – The Chain of Experiences:** Hit 1T20 on the main list 'Experiences that shaped you'. Read the result, identify the depth tag in the brackets (UK, UF, US, UD, UP), hit 1D6 on the indicated table and end with 1D6 on the Start Scene.

L.6 Master List: Experiences That Shaped You (1T20)

Roll 1T20 to determine which historical event left the deepest mark on your character:

Stroke (1T20)	Experience that shaped you (Event & Sci-Fi connection)	Tag
1	You rescued a crew member from a decompressed airlock during an accident in Solitas. (Contact)	Hit UK
2	You were robbed of everything you owned by pirates on the Raven Trail and survived only thanks to your emergency equipment. (Enemy)	Hit UF
3	You won an illegal duel on Ghostlight Depot and gained a reputation for opening doors to the underworld. (Contact)	Hit UK
4	You worked under a guild master in Kharuun who actually believed in you and gave you a personal recommendation chip. (Contact)	Hit UK
5	You were in the wrong place when a riot broke out at a mining station in	Hit UF

	The middle belt. The corporation blames disaster upon you. (Enemy)	
6	You found encrypted coordinates to an abandoned wreck in the Halcyon Graveyard and sold them for 1,000 cr. The owner is looking for you. (Debt)	Beat US
7	You were invited to an exclusive corporate banquet in the Core Worlds. and taught you how the power elite works. (Contact)	Hit UK
8	You eavesdropped on a secret meeting between Helix Astra and a pirate leader regarding arms smuggling. (Enemy)	Hit UF
9	You did a great service to an illegal hauler in the Borderlands. Now you have a unpleasant retaliation hanging over you. (Debt)	Beat US
10	You contracted a rare biological infection on Memory Node 23 and survived thanks to a Veyari doctor. (Contact)	Hit UK
11	You stopped a brusque corporate interrogation at a spacegate. Someone remembers your face with deep gratitude. (Contact)	Hit UK
12	You were cynically betrayed by your co-pilot who stole your ship and left you on a deserted asteroid station. (Enemy)	Hit UF
13	You experienced an unexplained psionic resonance when the Source of the Signal pulsed during a hyperjump. (Driving force)	Hit UD
14	You caused a reactor overheating through carelessness during field repairs. You learned your lesson the most brutal way. (Debt)	Beat US
15	You smuggled illegal cyber implants past Novacore customs. The deal went almost exactly according to plan. (Enemy)	Hit UF
16	You inherited an encrypted data pad from a missing navigator in Meridian Transit. (Drive)	Hit UD
17	You served in Helix Astra's private security forces but were branded a deserter when you refused. carry out a hostile order. (Enemy)	Hit UF
18	You were saved from certain death in vacuum-proof darkness of a anonymous Free-drifter who disappeared without a trace. (Driving force)	Hit UD
19	You lived a life of sterile luxury as a highly paid corporate specialist at Solitas before your contract suddenly	Beat US

	was terminated. (Debt)	
20	You survived an encounter with an abandoned military wreck filled with crazed security robots and deranged AI. (Tracks)	Turn UP

L.7 In-depth tables (Experiences and Limitations)

TABLE UK – Contact / Meeting (1T6)

Strike (1T6) 1	Meeting / Contact in the Sci-Fi environment
	A tire worker or scraper technician from the lower class who has suddenly gained unexpected influence on the spaceport.
2	A traveling Free-drifter or courier who always shows up in the sector just when you need to be left alone.
3	A corrupt customs inspector at a Kharuun port who agrees to turn a blind eye when your cargo is declared.
4	An eloquent innkeeper at Ghostlight Depot who has the dock ring as his hunting ground and hears all the rumors live.
5	A field priest or Veyari healer who offers you protection but constantly tries to convert your morality.
6	A skilled hacker deep in the underworld who demands payment in the form of encrypted data files.

TABLE UF – Enemy / Rival (1T6)

Strike (1T6) 1	Encounter/Enemy in the Sci-Fi environment
	A corporate middle manager seeking redress after you ruined his career prospects.
2	A cold-blooded assassin or bounty hunter sent by a syndicate to silence you.
3	An unscrupulous agency owner who believes he owns your employment contract through an old debt.
4	A bored nobleman or corporate heir who hunts you solely for the sake of personal prestige.
5	A Novacore scientist who is convinced that your brain or genetics is the key to a patent.
6	A pirate captain on Black Veil Run who is actually chasing another character – but you constantly stand in the way.

TABLE US – Guilt / Consequence (1Q6)

Strike (1T6) 1	Meeting/Debt in the Sci-Fi environment
	Credit Debt: You owe a crime syndicate 500 cr. The deadline is urgent and the debt collectors are standing outside the airlock.
2	Credit Debt: You have a painful debt of 2,000 cr to a shadow bank in the Core Worlds. The interest rate ticks per shift.
3	Stolen Property: A unique cyber implant or prototype weapon that must be returned in absolutely undamaged condition.
4	Emergency Duty: You are expected to infiltrate a corporate data center, steal a contract, or sabotage a reactor.
5	False identity: A big, historical lie about your employment that you are forced to maintain before the authorities.
6	Protégé: A specific and vulnerable person that you

	forced to protect and transport on your ship.
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TABLE UD – Drive / Motive (1T6)

Strike (1T6) 1	Meeting / Driving force in the Sci-Fi environment
	To prove your innocence and clear your name from a false corporate corruption record.
2	To buy out a family member or ally from a lifelong Novacore contract.
3	To act as a shield and protect an innocent colony threatened by corporate exploitation.
4	To reclaim your stolen spaceship or a personal item that was taken from you by force.
5	Solving the mystery behind the Origin of the Signal and understanding what is at the source in the Edge of Mists.
6	To doggedly chase after a named pirate captain or bounty hunter until the matter is settled.

TABLE UP / BT – Tracks / Trauma / Triggers (1T6)

Strike (1T6) 1	Trace / Trauma / Trigger
	Trigger: You freeze and block out when you hear the howling sound of a pressure drop alarm or hull alarm.
2	Trigger: You instinctively react with suspicion to the smell of ozone, burnt electronics, or coolant.
3	Trigger: You refuse to go first into dark, abandoned wrecks or depressurized sections without double safety lines.
4	Trigger: A specific corporate logo (e.g. Helix Astra or Novacore) triggers immediate anger.
5	Reaction: When pressured, you become completely silent, cold, and refuse to explain your actions via the com link.
6	Reaction: You overcompensate for your physiological weakness and take insane risks in zero gravity as soon as combat breaks out.

TABLE BL – Pledge / Code of Honor / Contract (1T6)

Strike (1T6) 1	Promise / Code of Honor / Contract
	The oath was given to a dying captain during a hull breach – and a living witness remembers your exact words.
2	The contract is registered in Meridian Transit's official database in clear text and can be legally proven.
3	The vow is written under a Kharuun slash seal; to break it gets you blacklisted on all Kharuun ports.
4	The promise applies to a specific person; when they ask you for help via the com link, you have no mechanical right to refuse.
5	The contract has been sworn to an entire Border Alliance faction; they regularly test your loyalty through covert missions.
6	The code is your personal pride; a rival hacker will do anything to force you to break it in public.

L.8 Starting Scene (1T6 – How the Hook Lands in Play)

Roll 1D6 to give the gamemaster an immediate dramatic entrance during the very first game encounter:

Strike (1T6) 1	Starting scene (Entrance at game start)
	The message: An encrypted data chip or a

	ominous message arrives on your computer pad: 'Time is up. You owe us.'
2	The Confrontation: A named person from your past recognizes your face in the dockyard on <u>Completely wrong spaceport.</u>
3	The Ghost: Someone you thought with absolute certainty was crushed in a wreck or died in a vacuum stands alive <u>in front of you.</u>
4	The Search: A patrol of heavy Helix Astra security guards enter the bar, show a data pad, and look for you.
5	The distress call: Your established contact or mentor appears over the com link, badly injured or panicked, and requires <u>your help now.</u>
6	The Sign: A sudden sensor echo, a psionic jolt, or a symbol in the environment points directly towards your primary Drive that evening.

L.9 Concrete chain examples

Example 1: Limit ÿ Chain

The player chooses the Damaged Neural Link constraint for his Terran infiltrator to start with +3 HP. The player triggers the trap and is sent to TABLE UF (Enemy/Rival). The player rolls a 2: 'A bounty hunter sent to silence you'. The player rolls 1D6 on the Starting Scene and gets a 4: 'A patrol with security guards showing your picture on a data pad'.

Results on the character sheet:

- **Enemy:** Bounty hunter Vane, hired by Novacore.
- **Driving force:** To hack Novacore's main server and delete my wanted list.
- **Limit / Track:** Loose interface that gives ÿ1 on Sensors in EMP environments.
- **Starting scene:** Vane has tipped off the station security guards and they are searching through the docking ring right now.

Example 2: Experience ÿ Chain

The player rolls a 6 on 1D20 Experiences: 'You found encrypted coordinates to a wreck and sold them for 1,000 cr. The owner is looking for you.' (Tag: Debt). The player goes to TABLE US (Debt), rolls a 3: 'A prototype weapon that must be returned undamaged'. The player rolls a 1D6 on the Starting Scene and gets a 1: 'A message arrives on your datapad: Time is up.'

Results on the character sheet:

- **Contact:** Vrena the Healer at Ghostlight Depot.
- **Enemy:** The corporate recovery company Klyvsång Transit.
- **Debt / Bond:** Must return the stolen prototype datapad to the guild vault before the next Shift.
- **Starting scene:** Klyvsång has sent a sealed message with a timer ticking down from 24 hours.

Appendix: Quick guide for the role form

Use this quick reference to calculate your values when creating your character in Redelf Beyond:

- **Body score (KP):** Calculation: $KP = 3 + UTH$
- **Vitality Points (VP):** Calculation: $VP = 10 + (UTH \times 2) + STY$ (+2 if you have the Hardened talent)
- **Focus Points (FP - Psionicist):** Calculation: $FP = INT + VIL$ (Charisma can however be used as an alternative attribute for social/mind-affecting powers without affecting the size of the FP pool).
- **Load capacity (Board slots):** Calculation: $Load\ capacity = STY + UTH + 4$
- **Initiative bonus:** Calculation: $Initiative\ bonus = SMI$
- **Cyber capacity:** Calculation: $Cyber\ capacity = UTH + 1$ (CB limit for implant)
- **Social Vitality Points (SVP):** Calculation: $SVP = 10 + (KAR \times 2) + VIL$
- **Causality Index (Karma):** Value between -5 and +5 (starting at 0). Tracks your cosmic and moral actions.