

7th Seal

Armageddon RPG

The day of reckoning has come—don't go
down without a fight!



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Armageddon RPG

"For the great day of their wrath has come, and who is able to survive?" Revelations 6:17

Joshua F Ely

Summer 2013

7th Seal is a cinematic role playing game based on post-apocalyptic anime. 7th Seal reveals a world in chaos, ravaged by the Last War, Armageddon, a viral contagion and an alien invasion. From this disastrous beginning, though, emerges a new breed of heroes. Forged in the fire of war, fueled with Old Testament faith, alien technology and psionic mutations these heroes fight to bring order out of chaos, to rebuild and protect their world, and to defeat the Leviathan. So don your power suit, say your prayers, grab your lucky plasma rifle and your psionic friend, too, and let's kick some mutant-demon-zombie-alien-butt!

7th Seal: Armageddon RPG

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Written By

Joshua F Ely

Game Testers

Justin Goodman, Don King, Jeremy Piles, Trey Lee, Steve Roy, Trey Sleeper, Brian Weihausen, Wade Weihausen and Nat Wilganowski

Barbarians of Lemuria

Barbarians of Lemuria role playing game written and owned by Simon Washbourne is the fantastic sword and sorcery game from which many of the mechanics of 7th Seal were derived. Thank you for adding crunch to my fluff.

Barbarians of the Aftermath

Barbarian of the Aftermath role playing game supplement written and owned by Nathaniel Torson is the fantastic post apocalypse rules expansion for Barbarians of Lemuria. While many of the rules differ in 7th Seal, thank you for being an authoritative genre resource.

QAGS

QAGS role playing game written and owned by Steve Johnson and Leighton Connor is the outstanding rules lite generic game for which 7th Seal was originally written. While the project was eventually set aside for the book you now hold QAGS inspired much of the writing style here in. Thank you for being an inspiration to an old gamer like me.

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For questions, comments or clarification contact me at
Joshua.f.ely@gmail.com.

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Author's Note

Howdy. I'm Josh Ely and I wrote 7th Seal. I was born in California, raised in Texas and now live in Minnesota. I have a beautiful wife and two darling daughters, we love Jesus, and my day job is private wealth advisor.

I began my gaming career as most do. One day in 4th or 5th grade a friend introduced me to D&D. We played games of high adventure to pass away the hours until I moved to Texas.

When in Texas I met my good friend Don my first day in gifted and talented class and we, too, played D&D. Don and D&D got me through the torture that was middle school and high school and ensured I kept my sanity until I needed it as an adult.

Don and I went to college together and there began a weekly game of the most magical combination of hobbies imaginable: playing D&D and drinking beer. There we met good friends and passed our time as we transitioned into the real world.

I graduated and we went our separate ways until one day I got the call. "The bands getting back together; we need a DM." Our friend Sleeper, a regular at our weekly D&D and beer games in college, had talked his wife into letting him host a reunion game at their home.

So we all descended upon the Sleeper home, older, fatter, balder, but none the wiser to play D&D and drink beer. Good times were had by all!

The one problem we had was too many good friends! We had 11 players and that is a tough row to hoe in the current iteration of D&D. So I thought, what could we do different?

The result of that initial thought is what you have in your hand today. A fast-paced, cinematic role playing game set in the post-apocalyptic near future.

I would like to thank my beautiful wife Yumi and my two darling daughters Hehmi and Bella for their support and love as I poured my energy into this project. Throughout the long hours and dead ends and nerdy joy, they have shown me patience and unconditional love. And without love I am but a clanging bell.

Sincerely,

Josh Ely, April 1, 2012

Chapter 1: Introduction

7th Seal is a cinematic role playing game based on post-apocalyptic anime built on the rules chassis of the hit game Barbarians of Lemuria. Within this book you will find all the rules and inspiration you need to create heroes, build adventures and save the world, or what is left of it. Before we get into what that all means, let's find out how we got here.

History of the World: Part 3

In the early 21st century the fiat monetary system collapsed the world's economy as countries defaulted on debts rendering currency useless. When fair trade could no longer guarantee the delivery of food, energy and precious metals across the globe the world super powers took to arms. Quickly old alliances failed and brinkmanship escalated to the Last War.



The Event then unfolded as religious traditions warned since time untold. *“A rushing wind like a trumpet was heard throughout the earth and one-fifth of the spirits both dead than alive ascended to the heavens accompanied by a great earthquake. The sun became as dark as black cloth, and the moon became as red as blood. Then the stars of the sky fell to the earth like green figs falling from a tree shaken by a strong wind. The sky rolled up like a scroll, and*

all of the mountains and islands were moved in their places. Then everyone--the kings of the earth, the rulers, the generals, the wealthy, the powerful, and every slave and free person--all hid themselves in the caves and among the rocks of the mountains.” (Revelation 6: 12-15)

Sometime during the Last War or during the Event a worldwide viral Contagion was introduced into a third of the world's water supply. The Contagion wiped out whole people groups and turned the survivors into the living dead. Both mindless and dangerous the infected people and creatures began to spread the disease and death throughout the broken land threatening all those who had thus far survived.

Finally, in the depths of the earth's greatest sorrow came the Invasion. Descending from the heavens on giant flying serpents and alien battleships the forerunners of the Empire conquered the world. Making quick work of the earth's feeble remnant of defense the decadent Elri serpent riders and the cruel Norker mecha masters set upon the broken world to master it and mold it into their own design: New Eden.

“For the great day of their wrath has come, and who is able to survive?” Revelations 6:17

The Time Between Time

In the years that followed the outlook for mankind looked bleak. Those that didn't die from battle, exposure or starvation, often succumbed to the perils of New Eden. Elri and Norker destroyed fortified encampments and carried away their captives. Zombies overran the countryside and fed on whomever they found. Demonic beasts terrorized the night. But as mankind dwindled in numbers they increased in power.

Those that had thus far survived were a tough lot indeed—and getting tougher. In the Last War the super powers developed bio-enhanced super soldiers. As time passed not only were these soldiers well equipped and well trained to survive in a harsh world, but they discovered that their DNA was permanently altered making their offspring even more dangerous than they are. These Remnants now rebuild upon the ruins of the past powerful city-states and serve as leaders or muscle for those who do lead in a broken but inhabitable land.

Super soldiers were not the only gift of the Last War. From the ashes of irradiated cities some survivors emerged. Seemingly unharmed by the atomic blasts these men and women in their desperation found a way to shelter their bodies with their minds. As they ventured out to make their way in the world they found that their new talents were just beginning to grow and could be taught to others. These Blasteds now restore the ruins of universities and laboratories and lead others or act as advisors for those who do in a land full of stark terror and amazing discoveries.

Armageddon, too, left some in New Eden with renewed faith. No longer just wise proverbs and prudent does and don'ts, those that found faith after the Rapture found real power and healing in the Good Book. As the years progressed these faith fighters and healers are growing in following, power and determination. And while most of mankind is focused on survival and fighting aliens they are determined to get to the root of the problem—the Leviathan. They believe the Leviathan is Lucifer a fallen archangel in the form of an enormous red dragon with seven heads that lives in the sea and is intent on destroying man. And they're not having it. Charismatics rebuild

religious churches, schools and hospitals and serve as leaders or council to those who do lead in a land full of evil and hope.

The Invasion, though, brought to New Eden two mysterious alien races whose intentions are still not entirely known. At first they hit hard the earth's defenses destroying the armies and scattering the people, but in the years that followed they seemed to lose focus.

The Elri a lithe and seemingly primitive people colonize the earth by transforming green spaces. After a few weeks wherever the Elri settle the land around them heals and thrives producing not only natural plant and animal life but supernatural as well. And while most Elri seem bent on punishing and enslaving humans that fall under their shadow, a small covert group has empathy for their plight and hopes for a cooperative future.

Also, the Norkers have made a place for themselves on New Eden. Stocky and engineering minded the Norker, though, seem bent on destroying New Eden as fast as the Elri are healing it. Wherever their flying fortresses and mecha settle the land quickly is ruined as they aggressively extract all of the planet's minerals and petroleum. However, while most Norker seem bent on enslaving or eradicating humans as they deem fit, a small underground movement has begun to question whether both races could work together to build a strong, sustainable enterprise.

As the imperialist began their life on New Eden they found they needed labor. Finding the human race to be frail and weak they turned to creating Mules from their captives. Using a combination of alien Tek and magic they fuse humans together with animals. Sometimes they get a good Mule and sometimes not. Over

the years rebellious Mules escaped their captors and joined their human cousins and their fight, even producing second generation Mule offspring more dangerous than their predecessors.

So as we come upon the third decade after the Last War, the Event, the Contagion and the Invasion much has changed. The aliens' imperialism has cooled while the humans have become more powerful and organized. Today an unease fills the air as the humans are too numerous to ignore and too powerful to push aside. The aliens are too aggressive to let be, but too dominate to overthrow. And in the background the land grows more feral, the creatures more fantastic, and zombies crawl through every crevice of the planet.

And Now!

Players in 7th Seal create a team of heroes that set out to survive the night, create safety for their friends and to rid New Eden of its many enemies! Elri and fantasy monsters are trying to inhabit the earth's most beautiful regions and punish and enslave humans. Norker and Tek monsters are trying to strip mine the earth's most valuable resources and eradicate and enslave humans. The Leviathan and zombies are trying to overrun the earth and eat humans. And don't forget the random rogue mutant beasts, human warlords and the nefarious plots that bind them all. The fun is killing the monsters, thwarting the nefarious plot and building a better future upon piles of dead bodies!

Survive

The first phase of a hero's journey is simple. Survive. For the first several episodes you will simply be getting your bearings, finding out what are your strengths, weaknesses,

opportunities and threats. A good goal for this phase might be, "survive a night in the wasteland", or, "get ammo", or, "get these damn zombies off of me". Once these bases are covered then you can move on to a more proactive agenda.

Thrive

With a good understanding of the lay of the land and your own capabilities you will be able to set your own course. In this stage you will pick your fights and establish your power base. You will make enemies and kick their ass only to find out they were the least of your problems! You will also find allies and perhaps resources that you want to protect. Good goals for this point of your story might be, "take out the local tough", or, "secure the highways", or, "eradicate the local zombie population." Once accomplished, you will naturally seek greater challenges.

Drive

While most people in New Eden are happy to survive the night, and would consider it a great accomplishment to create a nook of safety among the chaos, that's not good enough for heroes. Heroes want to crush their enemies, drive them before them and hear the lamentations of their women! In the final phase of the hero's journey they will marshal their resources to overthrow the evil overlord, thwart their nefarious plot and save the world!

Cinematic Role Playing

Role playing games (RPGs), if you don't already know, are games that revolve around the creation of a fun story shared by friends. One of the friends will be the Game Master (GM) and can be thought of as the referee or narrator. He is in charge of the reactions of the

Game Master's characters (GMCs) and the creation of the backdrop of the story in which the player characters (PCs) perform their heroics. Conflicts between the GMCs and PCs are often resolved with a dice roll or two.

PCs are played by the rest of the friends. They drive the story and are the heroes of the story. It is important to remember that RPGs are cooperative and not competitive. Meaning that while the GM plays the bad guys and the players play the good guys their objective is the same: tell a fun story!

Further, all RPGs fall along a spectrum: light to heavy game mechanics and comical to dramatic tone. 7th Seal is positioned toward lighter mechanics and a pseudo-dramatic tone. 7th Seal is built to simulate post-apocalypse anime, not reality.

Post-Apocalyptic Anime

Imagine a world where you smash together Mad Max, Thunder Cats, Shadow Run and Armageddon and you are headed in the right general direction. Now take that mental picture and give everybody big eyes and small mouths. Now you've got it!

Post-apocalyptic suggests that civilization as we know it has ended for any number of reasons: nukes, rapture, zombies, aliens, and/or whatever. The anime part suggests that this is all happening in a very dramatic and stylish way.

In 7th Seal courageous heroes are forged in the fire of war, fueled with Old Testament faith, alien technology and psionic mutation. They fight to bring order out of chaos, to rebuild and protect their world, and to defeat the Leviathan. So don a power suit, say a desperate prayer, grab a lucky plasma rifle and a psionic

friend, too, and let's kick some mutant-demon-zombie-alien-butt!



Barbarians of Lemuria Rules

Barbarians of Lemuria (BoL) role playing game written and owned by Simon Washbourne is the fantastic sword and sorcery game from which many of the mechanics of 7th Seal were derived.

Barbarian of the Aftermath (BotA) role playing game supplement written and owned by Nathaniel Torson is the excellent post-apocalypse rules expansion for Barbarians of Lemuria. While many of the rules differ in 7th Seal, it is an authoritative genre resource.

7th Seal rules are modified from BoL and BotA so please familiarize yourself with them otherwise you may miss out on some goodies! For those of you brand new to the system, enjoy! The basic dice mechanic is to roll two six-sided dice (2d6), add an attribute and add a combat ability or career; if the modified roll is equal to or better than the Target Number (TN) set by the GM you succeed. Good luck!

Chapter 2: Character Creation

The first step to getting a game of 7th Seal going is making heroes. Forging a hero for 7th Seal is fast and fun! In the spirit of the game heroes are forged first in the theatre of your mind and secondly with pencil and paper.

1. Jot down your hero's name.
2. Write a sentence or two describing your character concept.
3. Add a tag line and clip art.
4. Choose your hero's origin and corresponding boons and flaws.
5. Assign 4 points to your attributes.
6. Assign 4 points to your combat abilities.
7. Choose four careers and assign 4 points to them.
8. Calculate your Hero, Health and Sanity Points.
9. Create your team and pick the Team Leader.
10. Equip your hero.



Name

Jot down your hero's name. In 7th Seal names carry a lot of meaning. In a broken and harsh world of weapon wielding mutants your name is your first line of defense. It lets people know who you are, what you are about and that they better step back!

Naming your hero at the beginning of character creation can give you a surprising amount of inspiration as to how the hero will feel and function in the game. Picking a name for a hero in a post-apocalyptic world, though, takes a little creativity. The following inspirations may provide the creative spark you need.

The Bible, particularly the Old Testament, has a host of names that sound great for post-apocalyptic characters, with a lot of hard consonants and guttural sounds, like the 'Ch' in Chutzpah. These names work well for most characters and especially Charismatics. *Ex: Absalom, Boaz, Jezreel (f), Maacha (f), Nahor, Zebulun, etc.*

Descriptive names, like those used by Native Americans, give a savage, natural feel to Mules. *Ex: Sky-Child, Howls-at-Moon, Painted-Shell, Crazy-Talk, Broad-Leaf, Boots, etc.*

More like titles than names, honorifics are assumed by their owners to intimidate others. Good for both Remnant and Blasted. *Ex: Skull-taker, King Vermin, Night-bringer, Cyber-stalker, Bone-grinder, Duke-Of-New-York-A-Number-One, etc.*

Use an on-line fantasy name generator. This works especially well when using elf names for Elri and dwarf names for Norcker.

Lastly, take any modern name and change or remove any letter. So Dallas could have the L's

removed to become Daas. Alternately, you could replace the L's with another consonant like 'K' to get Dakkas. You can also take two names and cram them into one. So Nathaniel Torson could become Nattor and John Smith could become Josmith. This works well for all characters.

Today we will go with the name Sam—just Sam.

Character Concept

Before detailing the mechanics of your hero write a sentence or two describing your character concept. This mental image of your character should drive all of the decisions you make regarding their origin, attributes, combat abilities and careers going forward.

Character Concepts vary as far and wide as you can imagine, but must include an origin. Origin opens your hero to boons and flaws unique to the society from which they come.

Sam is a punk auto mechanic from Dallas, TX. He thought he was straight with the Big Guy, but when he got left behind he sought forgiveness, strength and a really big sword to survive in a world gone mad. "I'm kicking ass for the Big Guy!"

Tag Line & Clip Art

Add a tag line and clip art. Your hero's tag line is a quote that conveys useful information about the character, his outlook on life, and so forth. Your character's tag line helps to give other players an immediate impression of the character. It can reflect his general speech pattern, how he communicates, and a little about the character's personality. Don't feel like you have to use the character's tag line frequently (or ever) in the game—that's not the point.

Additionally a quick sketch or clip art can convey a great deal about the vibe you are going for—the whole a picture's worth a thousand words thing. Draw or print something that captures your imagination and add it to your character record.



Origin

Choose your hero's origin and corresponding boons and flaws based on your character concept. Origin is from whence your hero comes. It informs your hero's attributes, combat abilities and careers. This is also where theatre of the mind begins to transform into game mechanics. See the Origin Chapter for detailed descriptions of origins and their boons and flaws.

Boons & Flaws

Each origin offers both a general description of the hero's place in the 7th Seal narrative as well as a list of possible boons and flaws. At creation each hero chooses one boon for free. A hero may acquire additional boons by either accepting corresponding flaws or by

permanently reducing their Hero Points by 2 (see Hero Points below).

Sam's origin is Charismatic which provides him general knowledge and social contacts in and around the Charismatic community, and grants him access to the Charismatic boons and flaws. He likes to work with his hands so he's going with boons of Powerful (two-handed sword) and Warrior, and since he's a little rough around the edges he will take the flaw Dogmatic.

Attributes

Assign 4 points to your attributes so that they reflect your character concept. Each hero in 7th Seal is initially defined by four attributes. These are measurements of physical, mental and spiritual prowess. For example, a character with a few points in strength will have a tough looking body and will tend towards the tall and muscular look.

To determine your characters attribute levels, divide four points between the four attributes as desired. You may put at most three points into one attribute or spread them around as you wish. A zero in any attribute represents an average rating.

Attributes can go to higher levels than 3, but these would be truly legendary individuals. As PCs gain Experience Points they may advance their attributes up to level 5. If, however, they have a boon in that attribute they may advance it to level 10! Also, you can buy down one of your attributes to spend the point elsewhere. Only one attribute may be reduced to -1 in this way.

Sam is a born-again-hero and will go with a Strength 3, Agility 0, Mind 0 and Nerve 1.

Strength

This represents raw physical power, toughness, muscle tone and so on. It is useful for heroes who like to bash down doors rather than use the handle or smash open chests rather than pick the lock. Soldiers, barbarians and gladiators often have a high strength.

Strength determines how many Health Points a character has and how effective he is in melee combat with a weapon or his fists. Finally, strength is all-important in determining whether a character can resist the effects of venomous bites or the poisons of assassins.

Use strength when your character is lifting, pulling, bending or breaking things. It is also the attribute to use for a number of other physical endeavors, like swimming, jumping, climbing and arm-wrestling. Sometimes the GM might prefer you to use agility for some of these things but if you have a strong character you should often be allowed to use his strength where pure athleticism is concerned.

Agility

This attribute covers general speed, dexterity, coordination and so on. It is a useful attribute for the more subtle type of character. Many thieves, tumblers, spies and snipers will have higher than average agility.

In combat it is used to determine whether you hit your target when firing a bow or plasma rifle. Finally, it is used to get out of the way of hidden traps and snares and to dodge landslides and other effects where reflexes are vital.

Use agility when your character is attempting physical endeavors that require speed or coordination, like tumbling, swinging on

chandeliers, picking a lock or cutting a purse off a merchant's belt. Sometimes the GM might prefer you to use strength for some of these things, but if you have an agile character, you should be able to use your agility where nimbleness and quickness is the key.

Mind

Intellect, knowledge and cunning are aspects of the mind. This is not big amongst barbarians but it is useful for Combat Engineers, Deckers and Blasted.

Mind is of particular importance for spell casting, psionics and defending against illusions and enchantments.

Use mind when your character is trying to remember a fact or some piece of information. It is used where awareness and perception are important; to spot things that are distant or concealed or to notice a thief sneaking up on you.

Nerve

This attribute represents willpower, courage, luck, chutzpah, persuasiveness and overall likeability of the hero. Merchants, minstrels, nobles, dancers and Charismatics will often have a lot of nerve. It is the attribute for any attempts to seduce, haggle or barter the price of goods or get people to look upon him favorably. Nerve can be used to sway the opinion of individuals, crowds or even entire cities!

Use nerve when your character is trying to talk anybody into doing something for him. When your character is attempting to fool, trick or con someone. And use nerve when something is

going to take more courage than brains or brawn!



Combat Abilities

Assign 4 points to your combat abilities so that they reflect your character concept. Once attributes have been determined then the hero's combat abilities need to be determined. Again you have four points to allocate amongst four areas with a maximum of 3 in any one of those areas.

Combat abilities can go to higher levels than 3, but these would be truly legendary individuals. As PCs gain Experience Points (EPs) they may advance their combat abilities up to level 5. If, however, they have a boon in that combat ability they may advance it to level 10! Also, you can buy down one of your combat abilities to spend the point elsewhere. Only a single combat ability may be reduced to -1 in this way.

Sam likes to mix it up and he is pretty tough, too. He'll go with Fighting 3, Shooting 0, Dodging 0 and Resisting 1.

Fighting

This is the ability used in unarmed and hand-held weapon combat; brawling, swords, knives, clubs, axes and spears are all covered under this

heading. Fighting is used in conjunction with your character's agility or strength. When fighting bare handed or with light weapons use strength or agility. When fighting with big weapons use strength.

This skill is normally used to attack opponents, but can also be used to parry blows aimed at you. When your enemy is far away however, the following combat ability might be worth having.

Shooting

This is the ability to hit targets with guns, bows, crossbows, slings, as well as throwing weapons like spears and knives. Many heroes neglect this ability because it could be considered un-heroic to kill one's enemy from a distance. However, considering the beasts that roam 7th Seal wastelands, most heroes would consider it wise to have a means of keeping them at bay. Shooting is most often used together with agility.

Strength may be used when attempting to hurl a large spear or axe, but when all else fails, there is of course the next combat ability to consider.



Dodging

This ability allows heroes to avoid being hit. If you need to avoid damage more than you need to cause damage then dodging is the way to go. Dodging includes ducking, slipping, blocking and represents the hero's ability to think fast, move faster, keep moving, be creative and use his combat intuition.

Dodging is used with agility for slipping and ducking. Sometimes, too, the hero runs into dangers that are a little less overt...

Resisting

This skill allows heroes to survive the destructive powers of psionics, chemical warfare, bio hazards, radiation and contagions that are all too common in 7th Seal. Resisting is a combination of fortitude, willpower, chutzpah, smarts and good fortune.

Resisting physical attacks is modified by strength, mental attacks by mind and fear attacks by nerve.

Careers

Choose four careers that reflect your character concept and assign 4 points to them. Careers are a hero's most defining decision. Heroes in 7th Seal don't have list of skills or closely defined character classes. Instead they are built around careers. Each career represents utility skills, knowledge, social station, known technology, familiar weapons, available resources, super natural powers, and vehicles or mounts.

You need to choose four careers for your hero. A list of careers is found in the Career Chapter. You have four ranks to arrange your careers as you wish. A minimum rank of 0 may be placed in a selected career and the maximum starting

rank is 3. You cannot buy down a career to gain another point elsewhere. You can get further careers at a later date using Experience Points.

Sam goes with Avatar 0, Mechanic 0, Punk 1 and Strength Adept 3.

Calculate Points

Calculate your Hero, Health and Sanity Points.

Hero Points

Hero Points are easy; each hero has 5. The only way to start with less is if they were spent to purchase additional boons when selecting an origin.

Health Points

Health Points (HPs) are the amount of physical damage a hero can sustain before getting knocked out. Health Points are 10 plus strength.

Sanity Points

Sanity Points (SPs) are the amount of mental or fear damage a hero can endure before going into shock. Sanity Points are 10 plus nerve.

Sam has 5 Hero Points because he didn't buy any extra boons, 13 Health Points because of his 3 Strength and 11 Sanity Points because of his 1 Nerve.

Team

Create your team and pick the Team Leader. Once each player is done creating their hero your next step is making your team! The players need to work together to create the vision, mission and goals of their team. With the disparate origins and careers of 7th Seal it is on the players to contrive a reasonable premise

as to why the characters work together and what they are hoping to accomplish.



Team Leader Boon

Once the players are a team they can elect a Team Leader. The Team Leader is given a bonus Team Leader boon with a number equal to the number of players. The Team Leader boon is used to provide other team members advantage if that player is furthering the team's vision, mission and goals. The Team Leader boon may be used as many times in a scene as the number, but can only be used once per round. The Team Leader must be able to speak and be heard (or be a Telepath) in order to use the Team Leader boon. The advantage can be declared before or after the team members' roll and does not use any of the Team Leader's action for their turn.

For example, if Sam were the Team Leader and he saw an ally struggling in a fight, Sam could shout out an instruction or an encouragement which would grant his ally advantage on their next roll. If there were 4 people on Sam's team

he could do that once per round over 4 rounds in a single scene.

Team Leader Flaw

It goes without saying that the bonus Team Leader boon comes with the requisite and equal Team Leader flaw. Being the Team Leader has its special set of challenges including, but not limited to, drawing an unusual amount of (most often negative) attention from GMCs who would do you harm.

For example, if Sam were the Team Leader and the team lost a fight, Sam would be the one the bad guys would rough up for information regarding the presumed secret weapons cache.

Weapons & Gear

Finally, you are going to want stuff. Make a short list of the weapons and gear you feel are required to do your careers and live up to your character concept, and provide that list to your GM for approval. As this is a post-apocalypse world, the GM has the final say on the availability and condition of your gear, weapons and armor. Also, weapon and armor limitations listed in career descriptions should be adhered to. Visit the Weapons & Gear Chapter for ideas.

Sam asks for a really big two-handed sword, a couple of javelins, body armor (2), auto tools and a backpack of stuff. Done and done!



Chapter 3: Origins

Origins are archetypes that give PCs and important GMCs a starting point as to how they got the way they are and how they interact with the world around them. They tell us what type of technology they are familiar with, what languages they speak, what general knowledge they possess and a beginning point for their world view. Origins tell us from whence they came, but not where they are going.

Additionally, PCs and important GMCs have access to boons and flaws. Boons are boosts that allow a character to develop beyond human capabilities. Flaws are shortcomings that limit a character's effectiveness in certain areas. Choose wisely!

Blasted

In the final days of the Last War the super powers unleashed their nuclear arsenals leaving the land and its people in ruins. From the carnage, however, some survived. Mysteriously unharmed by radiation the Blasted instead transformed into psionic paragons. The Blasted may have been non-consequential in their prior life, but now they seek significance on New Eden.

Blasted are familiar with near future civilian technology, they speak any human language, and they have general knowledge of human culture and psionic talents. Blasted often strive for significance by carving out fiefdoms of their own, aiding the unenlightened and dueling the power of the Elri.

Boons

Quick Blasted's minds are finely tuned to their body as if their entire body and brain function

as one organism. They may advance their agility to 10 and have advantage when dodging.

Awakened Blasted's minds are fully evolved allowing them to think on another level. They may advance their mind to 10 and have advantage when resisting with mind.

Ronin Blasted have learned all there is regarding the taking of life. They may advance their fighting to 10 and have advantage with a fighting weapon of their choice.

Guru Blasteds have a talent for psionics. They may advance either the Telepath or Telekinetic career to 10 and have advantage with a custom power stunt combination of their choice.

Flaws

Frail Blasted sacrifice their health in pursuit of the higher mind. They have a maximum strength of 0 and have beginning Health Points of 8 plus strength.

Flakey Blasted develop mannerisms and speech patterns from their pursuit of enlightenment that most people find irritating. They have a maximum nerve of 0 and disadvantage in social situations with non-Blasted.

Broken Blasted minds are overheated with their psionic talent. They suffer from PTSD and take 2 Sanity Points damage and lose their entire action for one turn whenever they roll a Calamitous Failure.

Charismatic

After the Event some of those left behind suddenly found religion. Perhaps due to their conviction, or perhaps due to the direness of their circumstance, these Charismatic have the ability to channel the powers of heaven. On

New Eden the Charismatic seek to destroy the Leviathan and cleanse his Contagion.



Charismatics are familiar with near future civilian technology, they speak any human language, and they have general knowledge of human culture and divine channeling. Charismatics endure and influence to overcome the power of the Leviathan. They are often leaders of communities and serve in word and deed.

Boons

Powerful Charismatics take all of the verses about God is their strength very seriously. They may advance their strength to 10 and take advantage in one fighting weapon of their choice.

Faith Filled Charismatics never waver in their belief. They may advance their nerve to 10 and take advantage in all social situations with anybody who is not hostile toward them.

Warrior Charismatics are most in tune with the heroes of the Old Testament. They may advance their fighting to 10 and have advantage when fighting against the Leviathan and his minions.

Spirit Filled Charismatics are alive with the power of the Holy Spirit. They may advance

their career of Healer, Invoker or Prophet to 10 and have advantage with a custom power stunt combination of their choice.

Flaws

Pacifist Charismatics can do no harm. They can take no action that will cause harm and will even heal enemy combatants after a battle. If someone is infected with Contagion, though, they will work to remove the Contagion, and if they cannot, then they will let them die since they are without a soul. They are at disadvantage if attempting to cause harm, and if they violate this principle they are at disadvantage on all rolls until the GM says otherwise.

Impoverished Charismatics choose to live without any worldly possessions. In addition to always being out of supplies, because they often go without food, they have a maximum strength of 2 and beginning Health Points of 8 plus strength.

Dogmatic Charismatics live by a strict interpretation of the scriptures. They take no liberties with interpretation and often are judgmental of others even if not overtly so. They suffer disadvantage in all social situations and often their attitudes and actions are controlled by their interpretation of scripture even to their personal undoing.



Elri

From the far reaches of the universe the Elri came from their home world Melinborne, a decadent world where a strict caste system and a complicated aristocratic game of diplomacy keeps their culture in a constant struggle for power and control. Dependent on Darkness, though, their culture's technology has never evolved past the Middle Ages. An imperial people they are on earth to expand their ideals of mythical natural supremacy.

Elri are familiar with medieval technology, they speak Elri, Norker, and a human language; and they have general knowledge of Elri and Empire culture and summoning Darkness. Some Elri work to advance their personal ambitions, some to serve the Empire and some to help those the Empire would oppress.

Boons

Drakken Souled Elris are so in tune with drakken that some rumor that they share their soul. Drakken Souled may advance their Drakken Rider career to 10 and have advantage when mounted on their own drakken.

Blood Guards are the personal guard for the Blood and one of the greatest honors bestowed on a common Elri. Blood Guard may advance their fighting to 10 and have advantage when using a fighting weapon of their choice.

Blood are the masters of the Elri. The Blood rein the rigid caste system with cunning and cruelty. Blood may advance their nerve to 10 and have advantage in all social situations with other Elri.

Dark Masters are the secretive lords of the dark arts. The Dark Masters are without equal in conjuring Darkness and may choose to advance their Traveler, Evoker, Druid or Conjuror career to 10 and have advantage when using a custom power stunt combination of their choice.

Shades have an innate intuition for Darkness. Shades hunt through the corridors of the Empire seeking secrets and taking lives and may advance their agility to 10 and have advantage when operating in shadows or darkness.

Flaws

Feeble Elri are resistant to manual labor and have the physique to prove it. Feeble Elri have a maximum strength of 0 and suffer disadvantage when using strength.

Foolhardy Elri find shooting a cowardly tactic. Foolhardy Elri have a maximum shooting of 0 and suffer disadvantage when shooting.

Calloused Elri are so steeped in politic that they are calloused to the needs of others. Calloused Elri have a maximum nerve of 0 and suffer disadvantage in all social situations.

Sickly Elri have a weak constitution and are particularly vulnerable to biohazards. Sickly Elri have a maximum resisting of 0 and suffer disadvantage when resisting with strength.

Traditionalist Elri are extremely resistant to the use of technology. Traditionalist Elri suffer disadvantage whenever using anything more advanced than medieval technology including weapons.



Mule

For their own ends Elri and Norkers work together to create Mule slaves of their human captives. Mules are hybrids spliced together with a fusion of Darkness and Tek. They are always one part human and one part animal. Their intended purpose is slave labor or entertainment for Elri and Norkers, but sometimes you don't get what you plan for.

Mules are each individual though it is common for several of the same type of hybrid to be created if they display desirable qualities: power, cunning, and lethality. If Mules escape they sometimes go mad, sometimes go free, and sometimes go militant.

Mules are familiar with near future civilian technology and either Elri or Norker technology; they speak any human language and either Elri or Norker, and they have general knowledge of human and Elri or Norker culture. For some Mules survival is their only concern, others want to see justice served, and others strive to tear down the Norkers that made them.

Boons

Strong Mules are spliced with powerful animals. They may advance their strength to 10 and take advantage with their natural weaponry.

Agile Mules are spliced with lithe animals. They may advance their agility to 10 and take advantage when dodging.

Fierce Mules are spliced with aggressive animals. They may advance their fighting to 10 and their natural weaponry damage is d6+2.

Tough Mules are spliced with large, durable animals. They have starting Health Points equal to 15 plus strength, and have advantage when resisting with strength.

Intuitive Mules are said to have gained a piece of their animal's souls in the splicing. They can talk fluently to animals of their race and communicate with all animals. They gain advantage in survival, tracking, foraging and sensing in any situation (danger, rain) where it would make sense for their race of animal to be at an advantage.

Flaws

Feral Mind Mules have a little too much animal DNA in their thinking. They have a maximum mind of 0 and suffer disadvantage whenever using technology.



Feral Hand Mules have a little too much animal DNA in their manual dexterity. They have a maximum shooting of 0 and suffer disadvantage whenever doing tasks that require manual dexterity including using weapons.

Feral Behavior Mules have a little too much animal DNA and it shows in their behavior. They have a maximum nerve of 0 and suffer disadvantage in any social situation with any humanoid that doesn't suffer from the same flaw.

Norker

Without a home world Norkers travel the universe in corporations seeking resources and profit where ever the opportunity presents itself. Hard work and relentless ambition push the Norkers as they strive to increase their wealth and manage their society of executives and labor.

Norkers are short, stocky and thick imbued with a gift for engineering and a keen intellect. When surrounded by their alien technology Norkers are best given a wide berth.

Norkers are familiar with far future Norker technology called Tek, they speak Norker, Elri and one human language; and they have general knowledge of Norker and Empire culture. On New Eden most Norkers compete with Elri for resources and sell them goods and services, but some fight to protect the humans and their land.

Boons

Labor Norker work to keep the machine of their corporation moving. They have been wired for unnatural strength over generations of heavy lifting. Labor Norker may advance their

strength to 10 and have advantage when resisting with strength.

Executive Norker mastermind their corporation to greater efficiencies and profitability. They have been wired for a keen mind over generations of management. Executive Norker may advance their mind to 10 and have advantage when dealing with commerce.

Wired Norker have been wired with an intuition for controlling Tek weapons. Wired Norker may advance shooting or fighting, to 10 and have advantage in one Tek or mecha weapon of their choice.

Flaws

Lead Footed Norker are not particularly agile. Lead footed Norker have a maximum agility of 0 and suffer disadvantage when dodging.

Greedy Norker are obsessed with advancing their personal wealth. They suffer disadvantage when doing anything that works against their personal profit.

Light Sensitive Norkers have a hard time operating in bright light. They suffer disadvantage when doing so without protective eye wear.

Remnant

Remnants are the human military survivors on New Eden. In the Last War the nations created bio-enhanced super soldiers. The enhancements were so radical that they permanently altered their DNA uncapping their human potential. Separated now from their countries and units some are afraid, some confused, some ambitious, and some are just pissed. They often hold onto their pre-War,

pre-Event, pre-Invasion cultures, but some make them anew.



Remnants are familiar with near future military technology, they speak any human language, and they have general knowledge of human and military culture. Some Remnants work for their own survival, others to protect the weak, and others to wreak havoc on the Empire.

Boons

Jacked Remnant served as infantry defending their nations in the trenches. They may advance their strength to 10 and have advantage when resisting physical attacks.

Juiced Remnant served their nations as killers and spies. They may advance their agility to 10 and have advantage when dodging.

Infantry Remnant served their nations on the front lines. They may advance their fighting to 10 and have advantage with one fighting weapon of their choice.

Sniper Remnant served their nations from a sniper's perch. They may advance their shooting to 10 and have advantage with one shooting weapon of their choice.

Armory Remnant controlled their nation's armored forces. They may advance either a Pilot or Combat Engineer career to 10 and have

advantage with one piece of equipment of their choice.

Officer Remnants are used to being in charge. If chosen Team Leader they provide double advantage when using their Team Leader boon and have advantage in social situations with other Remnants.

Flaws

Fragile Remnants have a tenuous grasp of reality and may snap under pressure. When calculating beginning Sanity Points they begin at 8 + nerve, and they suffer disadvantage when resisting fear effects.

Belligerent Remnants are jaded by their circumstance and react aggressively in all situations. They have a maximum mind of 0, they suffer disadvantage in all social or tactical situations that require finesse and they are belligerent.

Mutant Remnants have suffered a terrible physical mutation about which they are terribly insecure. The mutation limits their nerve to 0, they suffer disadvantage in all social situations and they are ugly.

Xenophobic Remnants have difficulty adjusting to the social realities of New Eden. They suffer disadvantage in all social situation when dealing with characters from another origin.

Weakened Remnants are physically breaking down in the harshness of New Eden. When calculating beginning Health Points they begin at 8 + strength, and they suffer disadvantage when performing feats of endurance.

Chapter 4: Careers

Careers are a hero's most defining decision. Heroes in 7th Seal don't have list of skills or closely defined character classes. Instead they are built around careers. Each career represents utility skills, knowledge, social station, known technology, familiar weapons, available resources, super natural powers, and vehicles or mounts.

Career Rules

Choose four careers for your hero based on your character concept. You have four ranks to arrange your careers as you wish. A minimum rank of 0 may be placed in a selected career and the maximum starting rank is 3. You cannot buy down a career to gain another point elsewhere. You can get further careers at a later date using Experience Points.

Origins and Careers

Origins and careers are two separate, but related, decisions. The flavor of most careers change based on origin, but power based careers do not.

Most Careers

Origins often inform how a career works. A good example is Avatar. All Avatars are killer fighters in melee combat, but how did they get that way? Blasteds mentally master their bodies, Charismatics are transformed by faith, Elri are coursing with Dark energy, Mules are fueled by animal ferocity, Norker are wired with augmentations and Remnants are bio-enhanced. Each function the same, but for different reasons.

Power Careers

Power based careers, though, are specific to an origin. Any origin can use that career, but that doesn't change how the career works. For example a Norker can be a Telepath, but the telepathy is still psionic ability and not some sort of Tek implant.

Character Concept and Careers

Your character concept may limit the application of your career. For example, two characters may be Gunners, but if one was a navy seal and the other a Norker sniper to begin with they will have a different list of guns with which they are competent.

More importantly, though, a good character concept allows you to tie together what may seem like disparate set of origins and careers with a compelling background story that makes for exactly the hero you want to be.

Jam Man was a big city DJ taken by Norker as a youth and transformed into a gorilla Mule. In a pinch they needed him in combat so they trained him as a mecha fighter. In the fight he managed to escape his slavers with his mecha and fell in with a powerful Blasted Xi and his pack. He stayed on for a while as a guard for the group learning telepathy from Xi. So Jam Man has an origin Mule and careers of DJ, Gorilla, Mecha Infantry and Telepath.

Big List of Careers

Some careers on the list provide powers or combat proficiencies. Other careers reflect the hero's life prior to the end-of-days or their civic life today. Many careers are listed, but feel free to invent your own. New careers are subject to GM approval. If you have a hard time picking just tell the GM what your character concept is

and he can quickly recommend or invent careers that suit your hero.

Agent

Agents are skilled at social espionage, lying, stealing, and cheating. They make good spies and con men.

Agility Adept

Agility Adepts are masters of magna style acrobatics. They use their bodies to master graphic novel slow motion acrobatic feats and they excel at jumping, climbing, tumbling and stealth. This career is added to any default roll that requires agility.

Ambassador

Ambassadors are skilled in cross cultural social situations. They are also clever at disguising the truth and misrepresenting the facts in order to deceive and mislead.

Avatar

Avatars are anime wrecking machines. They are masters of magna style fighting and competent in all hand held fighting weapons and muscle powered shooting weapons like bows and spears for which their character concept allows. Weapons from outside their character concept can be used as a default, and given an hour of practice, a lot of sweat and a successful career check, they can check out on the new weapon.

Bureaucrat

Bureaucrats are skilled in the inner working of political systems. They are good at maximizing the system, manipulating their superiors and curing favor.

Bully

Bullies are skilled at intimidation and have high street cred. They are often gang leaders, enforcers and fighters.

Combat Engineer

Combat Engineers build stuff, fix stuff and blow stuff up. They are also competent at computers, communication equipment, and first aid. They begin with walky-talkies, first aid gear, a laptop, random stuff and explosives. Combat Engineers are allowed a career roll or career default roll to have random useful desired stuff on hand based on their character concept.

Conjurer

Conjurers conjure alien creatures from Darkness to hunt, kill, guard and search. They keep themselves safe while sending their minions into harm's way. They most often conjure humanoid sized creatures, but outside of combat they can perform more complex rituals to bring to life any manner of monster imaginable.



Decker

Deckers use Tek decks to access, control and manipulate Tek. They can use their career to use weapons and vehicles that can be controlled exclusively by computer without physical interaction. Deckers begin with one drone, a deck and tools. The drone has a Tek gun and armor, attributes and combat abilities based on the Decker's career. Additionally, drones fly and can be used to remotely scout and access computer systems.

Detective

Detectives see clues and put them together. They are good at pumping the local for information, investigating the scene of the crime and following their hunches.

Drakken Rider

Drakken Riders can care for, ride and fight with small, unintelligent dragons summoned from Dark Space called drakken. Drakken Riders' drakken have natural weaponry and attributes, combat abilities, passenger capacity, armor and equal to their career. Additionally, drakken breathe fire and fly, and they begin with Health Points equal to X2. If a drakken is killed a Drakken Rider can summon another with a successful ritual.

Druid

Druids use Darkness to control and empower nature. They can gather animals and plants to them and make them do their bidding. They can also manipulate the elements—water, earth, wind and fire—if they are present; and control the weather.

Engineer

Engineers are skilled at a specific discipline of engineering. They can apply that discipline in very creative ways similar to how the crew of the starship Enterprise could engineer any solution to their problems with some spare parts, time and some made up scientific sounding words.

Evoker

Evokers summon elemental energy from Darkness to create bolts, blasts and walls. Their bodies glow with marks of power from their dark studies.

In combat they can create bolts, blasts and walls of elemental energy to damage, defend or control; additionally, special effects may be created, or occur as a matter of course, as per the energy source summoned.

Executive

Executives are competent at a white-collar job. Any task that relates to that job they can perform and most other jobs they can learn with a little time and the proper power point deck. They also have a natural social connection with other Executives.

Falcon

Falcons, eagles or hawks are Mules created to fly and possess heightened sight and natural weaponry.

Forger

Forgers can duplicate legal documents and signatures with enough time, the correct equipment and a successful check.

Gorilla

Gorillas, chimpanzees and apes are Mules created to climb, jump, and possess heightened smell, natural weaponry and armor equal to their career.



Gunner

Gunners shoot people with guns. They are competent with all hand fired guns which may include pistols, rifles, rocket launchers, .50 caliber machine gun nests, etc. Guns from outside their character concept can be used as a default, and given an hour of practice, a lot of ammunition and a successful career check, they can check out on the new weapon.

Healer

Healers use divine prayers to restore Health Points and Sanity Points by touch, at a distance, to groups and with items. Additionally, they can attempt to heal deformities, psychosis, disease and Contagion. If the prayer is

unsuccessful, additional prayers may or may not be allowed by the GM.

Infiltrator

Infiltrators work as spies, reconnaissance, assassins, espionage and couriers. They are skilled in stealth and infiltration.

Interrogator

Interrogators are skilled at intimidation, taunting and extracting information.

Invoker

Invokers are holy avengers that smite evil by touch, at a distance, to groups and with items using divine prayers. They have advantage when using their power against Contagion creatures and demonic forces, and, at the GM's discretion their power may work at a disadvantage or not at all against other GMCs.

Judicial

Judicial characters are lawyers, judges or magistrates and understand justice and the justice system.



Juicer

Juicers create chemical compounds. They most often are employed to make fuels and bio-enhancements. Remnants employ Juicers to monitor their health and maximize their attributes and combat abilities. With a time, equipment and a successful check they make cocktails that provide enhancements for a scene.

Labor

Labor is competent at a blue-collar job congruent with their character concept. Additionally they can learn other labor jobs with a little practice and have a natural social connection with other labor.

Leader

Leaders have advantage in social encounters in which their character concept allows. They could be vice presidents, gang leader, head chef or squad captain.

Mecha Artillery

Mecha Artillery characters are skilled at shooting with mecha and are competent with all mecha shooting weapons. Their beginning mecha has a gun, power armor of 6 and Hit Points of 20. As Mecha Artillery advance their mecha may be advanced using resources to buy any number of weapons, guns, rockets, armor, cloaking devices, biological agents, sensors, etc.

Mecha Infantry

Mecha Infantry are skilled at fighting with mecha and are competent with all mecha fighting weapons. Their beginning mecha has a weapon, power armor of 6 and Hit Points of 20. As Mecha Infantry advance their mecha may be advanced using resources to buy any number of

weapons, guns, rockets, armor, cloaking devices, biological agents, sensors, etc.

Merchant

Merchants are skilled at bartering and trade. They can always get the most for their trade and can get juicy gossip from other merchants and customers.

Mind Adept

Mind Adepts are mental savants. They use their minds to master skills, puzzles and remember copious amounts of information. They speak multiple languages and almost always have the correct answer. This career is added to any default roll that requires mind.

Mocker

Mockers are quick witted and are skilled at taunting and do well in some social situations. They are often comedians by trade or practice.

Negotiator

Negotiators excel at reaching a favorable conclusion for themselves or their team.

Nerve Adept

Nerve Adepts have chutzpah in spades. They never fear, often luck goes their way and are natural leaders. This career is added to any default roll that requires nerve.

Panther

Panthers, lions and tigers are Mules created to climb, move silently, jump, run and possess heightened smell and natural weaponry.

Pilot

Pilots fly, drive or pilot vehicles. They are competent with all vehicles for which their

background allows. Vehicles from outside their background can be used as a default, and given four hours of practice and a successful career check, they can check out on the new vehicle. They begin with a vehicle that has a gun and armor and passenger capacity equal to their career, and Health Points equal to 20.



Prophet

Prophets use divine prayer to create food, walk on water, proclaim prophetic utterances, etc. In combat Prophets can bless their allies and curse their enemies always targeting resisting and damaging Sanity Points. If they are appointed Team Leader they provide double advantage when using the Team Leader Gimmick.

Rhino

Rhinos, bulls, horses and elephants are Mules created to charge, lift and possess heightened smell, natural weaponry and natural armor equal to their career.

Scientist

Scientists are subject matter experts and are competent at putting that subject matter to practical use.

Scout

Scouts are good at distance reconnaissance: they know what to look for and how to find it. With a successful career check a scout can provide a report that provides accurate intelligence and one round of advantage.

Shadow Dancer

Shadow Dancers summon Darkness to perform limited planar travel to completely hide in shadows and use shadow jaunt for short line-of-sight teleportation up to ten times their career in steps as a move action. Shadows must be present for these powers to work.

Strength Adept

Strength Adept are masters of magna style athletics. They can perform feats of great strength and excel at jumping, climbing, lifting and running. This career is added to any default roll that requires strength.



Tactician

Tacticians are skilled at coming up with the battle plan. Given a successful skill check a Tactician can concoct a plan that allows them to use multiple Team Leader boons in the first round of combat.

Teacher

Teachers are subject matter experts and are competent at communicating that subject matter to others. Additionally, with a successful check a teacher can teach any attribute, combat ability or career they have to another with 1 reduced EP cost. They can teach up to 1 rank higher than they know.

Tribal

Tribal characters have a set of skills associated with a specific social or racial background. Native Americans or Punks are classic examples.

Teknologist

Teknologist create, repair and modify Tek. With time, materials and a successful check there is little that a skilled Teknologist cannot do.

Telekinetic

Telekinetics use psionic talents to reshape reality. They can move items, themselves, and others with their mind. They can also manipulate molecular vibrations to cool items, create heat, begin fires, phase through objects and perform limited physical healings.

Telepath

Telepaths use psionic talents to aid their allies and dominate their enemies. Their tools include confusion, mind control, mental spikes, psychic prisons, mental buffing, mental

communication, illusions and limited mental healings. Telepathic abilities target resisting and damage Sanity Points. If they are appointed Team Leader they provide double advantage when using their Team Leader boon.

Traveler

Travelers bend Darkness to move toward or away from any location within sight or mind, and even through time. They hide caches of ancient secrets both in the material plane and in Darkness.

In a combat round they can teleport or slow time with a successful career check. Outside of combat they can link with other Travelers to Travel to other star systems. They can also Travel through time to the past within their life time to observe events but not interact with them.

Chapter 5: Weapons & Gear

Unlike many games 7th Seal is not about killing things and taking their stuff. Heroes in the broken world of New Eden begin their journey with the tools the GM deems appropriate, but they will often breakdown or be lost or destroyed in their adventure. A good hero's best weapon is their quick wit and their ability to fight with whatever is at hand. That being said, here are the beginnings of an equipment list. Your GM may extrapolate from here...

Fighting Weapons

Fighting weapons include any hand held weapon used to stab, slash or smash someone. They are broken down into three categories: weapons, big weapons and BFWs (big f'ing weapons). Weapons do d6 damage and can be used with strength or agility. Big weapons are used with strength only and do 2d6. BFWs can only be used by a player whose strength is 6 or greater and do 3d6. Further, Norkers use Tek to enhance fighting weapons.

Weapons: beer bottle, pen knife, brass knuckles, dagger, police baton, curvy dagger, machete, baseball bat, long sword, battle axe, natural weaponry for Mules and drakken

Big Weapons: glaive, halberd, great axe, great morning star, two-handed sword, chainsaw, natural weaponry for giant scorpions

BFWs: any oversized, physics challenged, totally audacious, anime version of a big weapon, natural weaponry for dragons

Tek Enhancements: shock (non-lethal damage), laser (decreases rating for strength requirement), plasma (+2 damage), vibration (halves armor effectiveness)

Shooting Weapons

Shooting weapons include any weapon used to fling, hurl or blast projectiles at another. They are broken down into three categories: weapons, big weapons and BFWs (big f'ing weapons). Weapons do d6 damage and big weapons 2d6. BFWs do 3d6 but are typically mounted, vehicular or require strength of 6 or greater to use hand held. Further, Norkers use Tek to enhance shooting weapons.

Weapons: dart, dagger, shuriken, arrow, .22 rifle, 9mm pistol, .38 special, javelin

Big Weapons: .44 magnum, .45 assault rifle, Desert Eagle, M-16, AK-47, HK CAW, shotgun

BFWs: .50 caliber machine gun, mini gun, sidewinders, most vehicular weaponry

Tek Enhancements: shock (non-lethal damage), laser (decreases rating for strength requirement), plasma (+2 damage), vibration (halves armor effectiveness), particle accelerator (incredible range), irradiator (resisting roll to not take permanent d6 radiation damage)



Gear

And of course there are a sundry of other items of which we can only begin to imagine. The most important are armor, enhancements and vehicles.

Body Armor (Cover)

- 1 Catcher's Gear (Tree Branches)
- 2 Kevlar (Wooden Fence, Door)
- 3 Chain Mail, assault body armor (Steel Door)
- 4 Plate Mail (Stone Fence)
- 5 Power Armor (Castle Wall, armored car)

Tek Body Armor

- 1 Tek security clothing
- 2 Tek light body armor
- 3 Tek medium body armor
- 4 Tek assault armor
- 5 Tek elite assault armor
- 6 Tek executive power armor
- 7 Tek President power armor
- 8 Tek C Level power armor
- 9 Tek Chairman power armor
- 10 Tek Owner power armor

Bio-enhancements are temporary boosts including attribute boosts, combat ability boosts, Health and Sanity Point boosts and natural armor.

Wired Augmentation are permanent character boosts including heightened attributes, heightened combat abilities, internal armor, heightened senses, decking capabilities and career downloads.

Mecha Gear are permanent mecha boosts including heightened attributes, heightened combat abilities, heightened senses, decking capabilities, trackers, sensors, cloaking and flight.

Vehicles include all civilian, military and enhanced Tek versions of most.

Chapter 6: Game Mechanics

After you have made your 7th Seal character you will inevitably develop a desire to do stuff with said character. If you do stuff that seems reasonable to the GM he will allow it and describe how your actions interact with the world. If you do stuff that is dangerous, hard, challenging, spectacular, surprising, or, most likely, that he doesn't want you to do, he will require a roll.

Simple Roll

There are two main types of rolls in 7th Seal: simple and resisted. In a simple roll, the player rolls 2d6 and adds the most appropriate attribute plus the most appropriate combat ability or career. If the number is equal to or greater than the Target Number (TN) set by the GM he succeeds.

Sam wants to fix a car. He rolls 2d6 and gets a 7. He adds his Mind 0 and Mechanic 0. The total roll is 7+0+0 or 7 which is less than the 9 TN set by the GM so he fails.

Resisted Roll

A resisted roll, on the other hand, is used when two characters are directly competing against one another. Resisted rolls are most often used when two characters engage in a contest of skill, or when a character attempts to outsmart or outmaneuver an opponent. To make a resisted roll, both players make simple rolls. The character with the higher roll wins. If the result is a tie, the GM may declare a stalemate or have the players reroll.

Sam decides to arm wrestle a friend. He rolls 2d6 and gets a 7. He adds his Strength 3 and Strength Adept 3 for a total of 7+3+3 or 13. His friend rolls a 7, too, but has no bonus for strength or arm wrestling, so Sam wins the contest!



Target Numbers

Target Numbers are set by the GM to reflect the difficulty of the task in a simple roll. In the Top Secret GM Stuff Chapter are detailed guidelines for setting Target Numbers. As a player, though, if you are attempting something that would be tough for an average guy, you should know that the Target Number is generally 9.

Advantage & Disadvantage

In many cases, the GM will ask the player to apply an advantage or disadvantage to his roll to reflect special circumstances or gear.

In the case of an advantage (1A) roll three six-sided dice and keep the highest two (2h3d6).

In case of a disadvantage (1D) roll three six-sided dice and keep the lowest two (2l3d6).

Stacking

Occasionally a combination of advantages or disadvantages may combine from different sources and would be expressed using the same nomenclature above. For example, a double advantage (2A) would allow you to roll four six-sided dice and keep the highest two (2h4d6). The maximum stack is 3A or 3D.

Offsetting

If a player has both an advantage and a disadvantage they simply offset.

If Sam was attempting to use his Punk career to pick a lock the toughness of the lock would be represented by the TN set by the GM. If Sam was familiar with the lock or had two broken fingers that would be represented by advantage or disadvantage respectively.

Default Rolls

When making rolls, a player should use the career or combat ability that best reflects their skill in the action they are attempting. If none of the character's careers is appropriate, the character will have to make a default roll.

When a character is attempting to perform a skill that requires training he does not have, he makes a default roll. In a default roll a character uses only his attribute, but no career. Further, if the task being attempted is particularly tricky they may be given one or more disadvantages up to the maximum of 3D.

When a character uses a weapon with which he has no training, he still uses his attribute and ability, but at a disadvantage.



Character Concept

If some established or implied fact about the character's background would help or hinder his chances to perform an action, but it's not explicitly covered by a career, the GM may reflect that fact with advantage or disadvantage.

Sam is attempting to provide first aid for some scrapes and bruises, but has no appropriate career. He rolls 2d6 and adds only his mind. If Sam attempts to set a broken leg, though, the GM may ask the roll to be made at a disadvantage (1D). Further, if Sam attempts open-heart surgery he may be asked to roll at a triple disadvantage (3D).

Competencies

If a player attempts the same default roll on several occasions the GM may rule that the character develops a competency with that skill. Competencies unlike careers are very narrow.

Sam finds himself often using a shotgun in combat even though he has no career that provides him skill. The first several times he fires with disadvantage. After that the shooting penalty is lifted, but only with shotguns.

Action Points & Specials

In 7th Seal the die roll itself also contributes to the narrative.

Action Points

Every point over or under the Target Number at the GM's discretion provides additional flair to a success or failure. 1-4 Action Points (APs) indicate a close success/failure, 5-8 APs indicate a clear success/failure, and 9+ APs indicate an overwhelming success/failure. Additionally, special rolls have special results.

Calamitous Failure

When double 1s are rolled and the result of the roll is a failure then the roll is considered a Calamitous Failure. The GM has the discretion to further enhance the player's action by adding additional outcomes to the failed attempt.

Auto Failure

On a roll of double 1s if the result of the roll is a success, it is still considered an Auto Failure.

Auto Success

On a roll of double 6s if the result of the roll is a failure, it is considered an auto success.

Heroic Success

On a roll of double 6s if the result of the roll is a success, it is considered a Heroic Success. The GM has the discretion to further enhance the player's action by adding additional outcomes to the successful attempt.

Legendary Success

On a roll of double 6s if the result of the roll is a success, and a player spends a Hero Point, it is considered a Legendary Success. The GM at his discretion will further enhance the player's action by adding additional outcomes to the successful attempt.

Hero Points

Hero Points are the single most important mechanic of 7th Seal. The basic system lets you describe your character's abilities and determine his chances of success or failure in various situations. Hero Points, however, are what allow your character to become a hero.

The goal of 7th Seal rules is to model cinematic fiction—in other words, to allow players and

GMs to work together to tell a great story. In a story, it's the interesting characters who get to be the heroes—they save the world, defeat the evil overlord, and get the girl. In 7th Seal, it's the interesting players that get the Hero Points, allowing their characters to become the heroes.

Players earn Hero Points by being a good role-player, but they may never have more Hero Points than they started with after character creation. The thing to remember is that 7th Seal is not a video game—you don't earn points by killing things, and the goal is not to get the highest score. RPG's aren't about winning, but really are about how you play the game.

Spend Hero Points to keep your 7th Seal games lively. The most common uses for Hero Points are described below.

Improve Your Roll

A character may spend Hero Points to improve his roll. One Hero Point will improve a roll one degree from Calamitous Failure to failure, failure to success, success to Heroic Success, or Heroic Success to Legendary Success.

Downgrade Your Opponent's Roll

A character may spend Hero Points to downgrade his opponent's roll. One Hero Point will downgrade a roll one degree from Legendary Success to Heroic Success, Heroic Success to success, success to failure, or failure to Calamitous Failure.

Bending Reality

In addition to using Hero Points to affect game mechanics, players may also use them to affect the game world. Essentially, a player may spend Hero Points to create a situation more favorable to his character. The basic rule of a reality bend

is that it cannot contradict anything that has already been established. The number of Hero Points required to bend reality is entirely up to the GM.

Experience Points

Characters get better at doing things as they complete their adventures and their fame spreads. However, they have to earn improvements. They do this at the end of the episode they just completed or before the beginning of the next one.

To earn Experience Points (EPs) heroes must complete their episodes and spend their loot. Spend my loot?! Yes, spend your loot. Live the high life, fix your gear, buy new gear, throw a party, buy gifts, pay your debts, buy political influence, and train. In this way a hero spreads his fame and hones his skills.

After a hero has spends or loses his fortune the GM will award him 2 or 3 EPs. Those points may be saved or spent to improve attributes, combat abilities and careers, buy off flaws or buy new boons.



Attributes

To increase an attribute a hero spends EPs equal to the current value of the attribute plus the new value of the attribute. So, to increase strength from 2 to 3 spend 5 EPs. An attribute may only be improved 1 point after each

episode. The maximum is 5 unless you have selected a boon that allows you to do otherwise.

Combat Abilities

To increase a combat ability a hero spends EPs equal to the new value +1. So, to increase fighting from 2 to 3 spend 4 EPs. A combat ability may only be improved 1 point after each episode. The maximum is 5 unless you have selected a boon that allows you to do otherwise.

Careers

To increase a career a hero spends EPs equal to the new value of the career. So, to increase Decker from 2 to 3 spend 3 EPs. A career may only be improved 1 point after each episode. The maximum is 5 unless you have selected a boon that allows you to do otherwise. Also, you may select a new career. Spend 2 EP to get a new career.

Boons & Flaws

Spend 2 EP to buy a boon from your origin.
Spend 3 EP to buy a boon from another origin.
Spend 2 EP to remove a flaw.

Role Playing

In addition to the EP cost each player should explain and possibly role play how they earned those advancements.

Sam and his team just got done cleaning up Dinky Town. They scored a massive weapons depot and a cache of grain to boot. Sam uses his share to help out the local magistrate who happens to be a cute chainsaw wielding punk chic named Candy. The GM awards him 2 EPs for blowing his loot which he spends to remove his Dogmatic flaw.

Chapter 7: Combat Mechanics

After you've made a character and done stuff long enough you will eventually aggravate the GM. At this point he will attack you, hopefully in the game not in real life. Here is where doing stuff seamlessly transitions into killing stuff.

Rules that apply only to fighting are noted with an (F), and those that apply only to shooting are noted with an (S).

The Combat Round

Combat scenes in 7th Seal are divided up into rounds. A round is defined as "the amount of time it takes for everyone in the scene to take a turn." The round does not represent a set amount of game time—it's simply a convenient way to break up combat. In spite of this fact, the GM may occasionally rule that an action will take multiple rounds to complete, usually when the action being attempted is a complex non-combat action.

On your turn you may move and attack. If you move before you attack, though, it may prohibit the use of some combat stunts which require the use of your move. Movement is generally measured in steps which are an abstraction for, well, the length of a step. 7th Seal is not meant to be played with minis and battle maps as they are the number one deterrent to fast cinematic play.

Combat Round Summary

1. Determine initiative; the character with the fastest initiative moves and attacks declaring any stunts they are employing.
2. GM determines advantage or disadvantage for the attacker based on stunts and circumstances.
3. Attacker rolls to hit.

4. If hit the defender decides if he is going to dodge or parry and makes the appropriate roll.
5. If the attack hits, and the defender does not dodge or parry successfully, then the attacker applies damage and other effects from their Action Points, specials and Hero Points.

Initiative

7th Seal initiative supports cinematic role playing by allowing the characters to act in an order which builds drama. Initiative is determined by who starts the fight.

If the bad guys start the fight, turns go rabble, henchmen, heroes, villains and BBEG.

If the good guys start the fight, turns go heroes, rabble, henchmen, villains and BBEG.

The heroes then decide which of them goes first, and the GM controls the GMC groups. Of course this is a rule-of-thumb and as are all rules subject to GM fiat based on the requirement of the scene.

Combat Advantage & Disadvantage

Many situations can give a combatant an edge against his opponent. In fighting combat size, reach, and the conditions of the battlefield can all affect the outcome of an exchange of swings. For shooting combat the distance between the attacker and defender, targeting equipment, and visibility can affect the outcome of an attack. Assigning comprehensive modifiers to every single thing that could possibly affect combat would slow down combat and take away from the cinematic feel.

However, the GM may assign advantage and disadvantage to represent these circumstances. Generally, any one circumstance should result

in a modifier of +/-1 die, but upon a rare occasion +/-2 dice may be more appropriate. Also, rolls may be modified by combat stunts and Hero Points as described below.

Combat Attacks

Each round of combat between two characters starts with a simple roll. The character with the first initiative attacks by rolling 2d6 and adds their attribute and combat ability. The Target Number is 9 plus the defender's dodging. If they roll the TN or better they hit! When hit the defender may choose to forgo his next attack and either parry if fighting, or dodge if fighting or shooting.

Parry (F)

To parry the target rolls 2d6 and adds their attribute and fighting. If the roll exceeds the initial TN it reduces the APs, and on a roll that matches or betters the attacker's roll, the initial hit is parried, but now it is the attacker's turn again!



Dodge

To dodge the target rolls 2d6 and adds their agility and dodging. If the roll exceeds the initial TN it reduces the APs, and on a roll that matches or betters the attacker's roll, the initial

hit was dodged, but now it is the attacker's turn again!

Sam takes a swing at a death droid with his two-handed sword. He rolls 2h3d6; remember his Powerful boon gives him advantage with two-handed swords, plus his Strength 3, plus his Fighting 3. He rolls a 2, 5 and 6 giving him a 5+6+3+3 for a total of 17. The death droid has Dodging 1 making the TN 10. Sam scores a hit with 7 Action Points (more on that later)!

Seeing the size of Sam and his sword the droid opts to dodge. He rolls 2d6, plus his Agility 3 and Dodging 1. He rolls 4 and 4 giving him a 4+4+3+1 for a total of 12. He did not manage to dodge, but he did reduce Sam's Action Points from 7 (17-10) to 5 (17-12).

On his next turn Sam takes a shot at another death droid with a shotgun he found. He rolls 2l3d6 (disadvantage for not being skilled with shotguns) plus his Agility 0, plus his Shooting 0. He rolls a 2, 6 and 6 giving him a 2+6+0+0 for a total of 8. The TN to hit the death droid is 9 plus his Dodging 1, or 10—a miss! Now this droid gets to return fire!

Combat Action Points & Specials

In 7th Seal combat the die roll itself also contributes to the action. In addition to the narrative Action Points and special rolls rules detailed above, combat has its own tactical application of the rules.

Action Points

Action Points (APs) are used to press your advantage by pushing your opponent, to move yourself, to take a minor action or to do extra damage equal to your APs.

Calamitous Failure

When fighting you lose your footing and give advantage to your opponent. On the defender's next attack against you he gains advantage.

When shooting the attacker's weapon jams. They miss this attack and have to take their next turn to fix their gun (9 TN), or take their next move to switch weapons.

Auto Failure

On a roll of double 1s if the result of the roll is a success, it is still considered an auto failure, and, if shooting, reload as detailed below.

Reload (S)

When shooting on a roll of double 2s or double 3s the shooter has run out of ammunition after that shot whether he hit or missed and must spend his next move reloading. Some combat stunts increase this reload range.

Auto Success

On a roll of double 6s if the result of the roll is a failure, it is considered an auto success.

Heroic Success

The player does additional d6 damage on the hit. Additionally, if the PC is fighting rabble he defeats $\frac{1}{2}$ as many rabbles as are equal to his damage! The defeat may be death, surrender or running away.

Legendary Success

The player does an additional 2d6 damages on the hit. Additionally, if the PC is fighting rabble he defeats as many rabble as are equal to his damage! The defeat may be death, surrender or running away.



Sam rolls double 6s scoring a Heroic Success with his two handed sword against a mob of unarmored zombies! He spends a Hero Point to turn it into a Legendary Success. His attack roll resulted in 9 APs, then he rolled 2d6 for his sword damage getting a 1 and 4, and then he rolls a 3 and 2 on his extra 2d6 for a grand total of 19 points of damage! In a single turn he lays waste to 19 zombies!

Damage

If the attack hits and was not parried or dodged, then the attacker deals damage to the target. The damage is equal to the APs used for damage, plus the weapon damage, minus the target's armor. The damage is then subtracted from the target's Health or Sanity Points depending on the type of damage.

Since Sam's sword attack hit and the droid's dodge failed Sam can deal damage. Sam sees five Norker guards coming up the nearby staircase to reinforce the droid so he decides to use his APs to push the droid. Sam has 5 APs and the GM decides that is enough to hurl the droid down the staircase! The droid takes 3 points of damage to its Health Points (5 for Sam's roll on 2d6 for his two-handed sword, minus 2 for the droid's armor, but no damage for the APs since Sam used them for the push)!

To add insult to injury the droid is stumbling down the stairs toward his reinforcements AND its Sam's attack again since the droid used his turn to dodge!

Death & Dying

Normally, when a GMC reaches zero Health or Sanity Points, he's dead. Some important GMCs and all PCs, however, are a bit harder to kill. When your character is mortally wounded, make strength plus resisting roll for HP damage, or mind plus resisting roll for SP damage. The TN equals the amount of damage at which the character is under 0. If the roll fails, he dies. If the roll succeeds, the character is alive, but in bad shape.

For every hour he goes without receiving treatment, another resisting roll is required. If the roll fails, the character loses 1 point from his strength or mind score. If the character's strength or mind reaches -2 he's dead-dead.

Healing

Once the heroes have been stabbed, beaten up, set on fire, struck by lightning, and psychically assaulted the players will probably start to wonder how healing works.

Make strength plus resisting roll versus 9 TN for HPs, and mind plus resisting versus 9 TN for SPs. The APs rolled are the amount of damage shrugged off and healed immediately. The rest of the remaining damage is a wound that leaves a scar and heals at a rate of 1 per day under continuing care, or 1 per week under simple bed rest.

Hero Points

A player may use a Hero Point to improve his roll, downgrade his opponent's roll or bend

reality as detailed in the Game Mechanics Chapter above.

Combat Stunts

Often a character in 7th Seal will find that just standing toe-to-toe with an undead-psionic-alien monster and hacking away is boring at best and dangerous at worst. PCs and some important GMCs may utilize stunts in combat to spice things up and provide them unique bonuses.

Stunts cannot be used with default rolls, and must be declared before attacking.

Aim (S)

If you do not move or take damage before you attack gain advantage on your attack.

Burst Fire (S)

When using an automatic weapon you may fire a controlled burst for +2 to damage, but you reload on 2s, 3s and 4s.

Called Shot

If you attempt to hit a specific target you need to declare your target and attack with double disadvantage. Called shots often forgo damage for effect. Examples include destroying an item, targeting a body part, tripping, disarming, etc. If you hit with a Heroic success or better you also do damage.

Counter Attack (F)

If you do not move and delay your fighting attack within the same round, and someone attacks you with a fighting attack, you may counter attack. Use the momentum of their attack against them and gain advantage to hit.

Double Tap (S)

When using a semi-automatic weapon you may fire twice for +1 to damage, but you reload on 2s, 3s and 4s.

Full Auto (S)

When using an automatic weapon you may unload for +3 to damage, but you reload on 2s, 3s, 4s and 5s.

Ganging Up

When multiple people attack the same opponent, that opponent becomes much easier to defeat. The first attack against an opponent during a combat turn is resolved normally. For each subsequent attack, the attacker gains advantage (no advantage on the first attack, advantage on the second attack, double advantage on the third attack, etc.). Unless the creature being ganged up on is exceptionally large, no more than four people can attack him in a given combat round.

Intimidate (F)

You may use your move to scare your target into making a mistake by making a nerve plus intimidate attack versus 9 plus resisting. Success provides advantage to hit. You must have training in intimidation.

Multiple Attacks

You may take multiple attacks if you take disadvantage for each additional attack. For example, if you want to attack 3 times with a sword then each attack is made at 21d6. This stunt is limited to your fighting or shooting number. Also, when shooting a reload roll interrupts your attack with that weapon.



Preemptive Strike (S)

If you do not move and delay your attack within the same initiative turn, you may declare your attack in response to any other action and your attack will conclude first. The GM, however, may decide at his discretion that if you cannot reasonably react to an action that you cannot interrupt that action. For example, if a bad guy outside of your line-of-sight attacks an ally also outside of your line-of-sight you would not be able to see the attack in order to preempt the attack.

Sniper (S)

If you delay your attack until the next combat round, and you do not move, and you are not damaged before you attack, you lose both rounds' moves, but gain double advantage to your attack in the second round. Also, if your target is unaware of your presence they may not dodge.

Suppressive Fire (S)

You may lay down a spray of bullets to force opponents to duck. Make an attack roll versus 9 plus resisting. If "hit" the defender loses their

next action instead of taking damage. Guns control 2 steps, semi-automatics control 4 steps, and automatics control 6 steps. Reload on 2s, 3s, 4s, 5s, and a roll of 1 and 2. In the event of a Heroic success or better, you also do damage as normal.

Taunt

You may use your move to mock your target into lowering their guard by making a nerve plus taunt attack versus 9 plus resisting. Success provides advantage to hit. You must have training in taunting.

Two Weapons

You may attack with two weapons giving you a +1 to damage. If shooting you can use two weapons and double tap together for a total of +2 to damage; reload on 2s, 3s and 4s.

Wild Attack (F)

Attack as normal but if you hit do +2 to damage, and if you miss provide your target advantage on his next attack against you.



Chapter 8: Power Mechanics

Divine, psionics and Darkness powers are left intentionally vague in 7th Seal. Because these elements are new to New Eden there are no prayer rituals, schools for the gifted or spell books to go by. For the most part people are just winging it. Because of that the effects of these powers are limited only by your imagination and game balance.

Spheres of Power

In 7th Seal different origins are responsible for bringing different spheres of power in to play: divine, psionic and Darkness.

Divine

Divine is the Charismatic sphere of power. Imbued with faith and fervor the Charismatic use their belief to protect their allies and defeat the Leviathan. See the Career Chapter for further description on options for creating Healers, Invokers and Prophets that channel the divine.

Psionic

Psionic is the Blasted sphere of power. Surviving the nuclear blast of the Last War the Blasted emerged with an awakened intellect that allows them to control others and their environment with their mind. See the Career Chapter for further descriptions on options for creating Telepaths and Telekinetics with psionic talents.

Darkness

Darkness is the Elri sphere of power. In the vastness of space the Elri found in their travels a deep Darkness. From this Darkness they summon elemental powers and fantastic creatures. See the Career Chapter for further descriptions on options for creating Conjurers,

Druids, Evokers and Travelers that manipulate Darkness.

Power Attacks

Using powers in combat is similar to firing a gun or using an axe. The combat round and initiative are the same and attacks may be modified by advantage and disadvantage. The biggest difference is that unlike combat stunts, power stunts are not optional maneuvers to spice up the scene. Power stunts are how powers work.

In order for you to use a power in combat start by building your custom power stunt combination using the power stunts at the end of this chapter. Then attack by rolling 2d6 and add your attribute and power career.

The TN is 9 plus your target's dodging or resisting. Dodging is used when the power is physical and targets Health Points like a fireball. Resisting is used when the power is metaphysical and targets Sanity Points like domination or a curse. If the target is willing, like in the case of a healing power, use a flat 9 TN unless the GM says otherwise.

If you roll the TN or better you hit! When hit the defender may choose to forgo his next attack and either dodge if the attack was physical, or resist if the attack was metaphysical.

Dodge

To dodge the target rolls 2d6 and adds their agility and dodging. If the roll exceeds the initial TN it reduces the APs, and on a roll that matches or betters the attacker's roll, the initial hit is dodged, but now it is the attacker's turn again!

Resist

To resist the target rolls 2d6 and adds their mind and resisting for mental attacks, or nerve and resisting for fear attacks. If the roll exceeds the initial TN it reduces the APs, and on a roll that matches or betters the attacker's roll, the initial hit is resisted, but now it is the attacker's turn again!

Power Action Points & Specials

In 7th Seal the die roll itself also contributes to the powers effectiveness. In addition to the narrative Action Points and special rolls rules detailed above, powers have their own tactical application of the rules.

Action Points

Action Points (APs) are used to create special effects, to take a minor action or to do extra damage equal to your APs.

Calamitous Failure

You suffer severe SP drain. The SP reduction is equal to 6 plus any disadvantage or less any advantage. The character also loses his next turn while recovering from the drain.

Auto Failure

On a roll of double 1s if the result of the roll is a success, it is still considered an auto failure and you are drained as detailed below.

Drain

Each time a power is attempted it may drain the user's SP on a roll of double 2s or 3s. The SP drain is equal to 3 plus any disadvantage or less any advantage. The character also loses his next move while recovering from the drain.

Auto Success

On a roll of double 6s if the result of the roll is a failure, it is considered an auto success.

Heroic Success

A power stunt used in the attack may be increased one level. For example, an area spell that affects a few steps could be expanded to affect the battlefield. Additionally, if the PC is fighting rabble he defeats $\frac{1}{2}$ as many rabbles as are equal to his damage! The defeat may be death, surrender or running away.

Legendary Success

A power stunt used in the attack may be increased two levels. For example, an area spell that affects a few steps could be expanded to affect several hundred feet. Additionally, if the PC is fighting rabble he defeats as many rabble as are equal to his damage! The defeat may be death, surrender or running away.



Damage

If the power hits and was not dodged or resisted, then the attacker deals damage to the target. The damage is equal to the APs used for damage, plus the effect, minus the target's armor. The damage is then subtracted from the target's Health or Sanity Points depending on the type of damage. Note most armor only protects Health Points unless it has been specifically designed to protect Sanity Points.

Hero Points

A player may use a Hero Point to improve his roll, downgrade his opponent's roll or bend reality as detailed in the Game Mechanics Chapter above.

Power Stunts

Several common power stunts and their corresponding advantage and disadvantage follow. These power stunts are combined to make unique and powerful effects. It is useful for players to record their prepared custom power stunt combinations on their character sheet for future reference.

Disadvantages are added when a player increases the range, area and effect of a power. Advantages are added if the player provides a colorful description, uses a turn to prepare, performs a ritual, performs a quest or links with other players with the same career.

A custom power stunt combination may include many stacking or offsetting advantages and disadvantages. As a rule, though, it cannot be used if the resulting modified stunt is worse than a net three disadvantage (3D).

Most power stunts reference a range of advantage (A) and disadvantage (D) modifiers or effects based on career (C). The descriptions are intentionally vague and subject to GM

ruling. These power stunts are a starting point. Be creative, have fun and let the GM worry about game balance and other such nonsense!

Area

1A: self

0A: 1 target

1D: a few steps

2D: battlefield

3D: several hundred feet

4D: several miles

5D: city

Concentration

5A: season long ritual

4A: episode long ritual

3A: scene long ritual

2A: one turn delay, and do not move or take damage before attack

1A: do not move or take damage before attack

0A: do move or take damage before you attack

1D: take massive damage or very distracted

Duration*

1A: minor abbreviated duration

0A: normal instantaneous duration

1D: concentration

2D: scene

3D: episode

4D: season

5D: series

**A character may have one concentration custom power stunt combination working at any time which takes their attack for each turn. However, they may have a total of C plus mind custom power stunt combinations maintained at one time with scene, episode, season or series durations which do not take the character's attack for each turn.*



Effect

1A: minor effect, no damage

0A: normal effect, damage equals d6

1D: heightened effect, damage equals d6+2

2D: dramatic effect, damage equals 2d6

3D: intense effect, damage equals 3d6

4D: crazy effect, damage equals 4d6

5D: celestial effect, damage equals 5d6

Friendly Fire

1D: stunt does not affect or only affects allies when using an area effect.

Link

Characters with the same career may link together if physically touching each other. Each additional character linked together adds one advantage. It takes a turn to join a link. The link only gets one attack per round. As many characters may link up to their lowest career.

For example, if 3 Travelers want to link they must all have Traveler careers of 3 or better, their linking would provide 2 advantages, but they would only get one attack.

Multiple Attacks

You may take multiple attacks if you take disadvantage for each additional attack. This stunt is limited to your career number.

For example, a hero with a 3 Prophet career may attack 3 times with curse with each attack made at 214d6.

Preparation

- 5A: series long quest
- 4A: season long quest
- 3A: episode long quest
- 2A: scene long quest
- 1A: prepared the evening prior*
- 0A: entertaining description
- 1D: lame description

**Up to C plus mind custom power stunt combinations may be prepared. For example, a 3 Healer, 1 Telepath, 1 Mind may prepare any combination of 5 healing or telepath custom power stunt combinations.*

Range

- 1A: self
- 0A: touch
- 1D: battlefield
- 2D: same city
- 3D: same country
- 4D: same continent
- 5D: same planet



Sample Divine Powers

As a starting point feel free to reference the sample divine powers below for Healers, Invokers and Prophets. This is not the beginning and the end of all you can do with the powers just a couple of examples.

Divine Healer

Heal Contagion heals Contagion by touch. 2D (effect)

Healing Aura heals d6 HPs or SPs to all allies on the battlefield. 3D (area, friendly fire)

Healing Touch heals d6 HPs or SPs by touch. 0A

Healing Word heals d6 HPs or SPs to an ally on the battlefield. 1D (range)

Raise Dead brings a person back to life by touch after a one turn delay. 3D (effect, concentration)

Divine Invoker

Avenging Angel summons an angel (d6) to fight for you. 2D (duration)

Fire from Heaven targets a small area on the battlefield for d6 fire damage. 2D (area, range)

Hail pelts all of your enemies on the battlefield with d6 ice damage. 3D (area, friendly fire)

Locust Plague ruins a field of crops after a scene long ritual. 3D (area, effect, concentration)

Swallowed by Earth causes 2d6 damage to an enemy on the battlefield and traps them with a 2 turn casting description. 3D (range, effect, preparation)

Divine Prophet

Encouraging Word adds advantage to an adjacent ally's next roll. 0A

Curse adds disadvantage to an adjacent enemy's next roll. 0A

Walk on Water allows the Prophet to walk on water while concentrating. 3D (duration, effect)

Foretelling provides the Prophet with a glimpse into the very near future (i.e. what happens if I open this door?). 3D (area, effect)

Create Food provides sustenance for one meal for one person. 2D (effect)

Sample Psionic Powers

As a starting point feel free to reference the sample psionic powers below for Telekinetics and Telepaths. This is not the beginning and the end of all you can do with the powers just a couple of examples.

Psionic Telekinetic

Chill causes no damage but noticeably lowers the temperature of the battlefield. 1D (area, effect)

Jump propels the Telekinetic across the battlefield. 0A (area, range)

Phase allows the Telekinetic to walk through walls. 3D (area, concentration, effect)

Throw tosses an enemy on the battlefield for 2d6 damage. 3D (effect, range)

Wild Fire sets a small brush fire next to the Telekinetic. 0A (area, effect)



Psionic Telepath

Confusion causes an enemy being touched to be confused. 1A (effect)

Mind Control causes an enemy being touched to fall under significant suggestion for the scene with a two turn casting description. 3D (effect, duration, preparation)

Mental Spikes cause d6 damage to an enemy's SP on the battlefield. 1D (range)

Illusion creates a person sized illusion on the battlefield that does d6 SP damage as long as he maintains the effect or the illusion is "killed". 2D (range, duration)

Psychic Prison creates a virtual prison for an enemy on the battlefield that lasts the scene. 3D (duration, range)

Sample Darkness Powers

As a starting point reference the sample Darkness powers below for Conjurors, Druids, Evokers and Travelers. This is not the beginning and the end of all you can do with the powers just a couple of examples.

Darkness Conjurer

Conjure Bugbear brings a bugbear (d6) permanently into existence with a scene long quest. 3D (duration, preparation)

Conjure Cave Troll brings a cave troll (d6+2) permanently into existence with an episode long ritual. 3D (duration, effect, preparation)

Conjure Red Dragon brings a red dragon (3d6) permanently into existence by performing an episode long ritual with 2 other Conjurers. 3D (duration, effect, linking, preparation)

Summon Ent brings an ent (d6+2) to the battle. 3D (duration, effect)

Summon Fire Giant Conjurer concentrates to summon and control a fire giant (2d6). 3D (duration, effect)

Darkness Druid

Call Beasts calls all beasts within several hundred feet onto the battlefield. 3D (area)

Call Lightning pulls lightning from an overhead storm onto the battlefield attacking small groups (d6) for as long as the Druid concentrates. 3D (area, duration, range)

Control Beasts controls all beasts on the battlefield for as long as the Druid concentrates. 3D (area, duration)

Flame Burst explodes an existing fire into a few step burst (d6). 1D (area)

Strangling Vines uses existing flora to hold an adjacent enemy for a scene. 2D (duration)

Darkness Evoker

Chain Lighting shoots lightning across the battlefield hitting 3 enemies along the way for d6 HP damage. 3D (multiple attacks, range)

Fire Ball blazes across the battlefield exploding at its target for d6 HP damage to several targets. 2D (area, range)

Ice Storm pelts your enemies across the battlefield for d6 HP ice damage. 3D (area, friendly fire)

Shocking Grasp allows an Evoker to touch an enemy for lightning damage (2d6). 2D (effect)

Wind Storm blasts a distant city with an intense wind storm for a scene after performing an episode long quest, and a scene long ritual while linked with 4 other Evokers. 3D (area, concentration, duration, effect, linking, preparation, range)

Darkness Traveler

Jaunt allows a Traveler to teleport across the battlefield. 0A (area, range)

Haste allows a Traveler to double their move and attack with concentration. 2D (area, duration, effect)

Long Step allows a Traveler to teleport their team to a different city with a two turn casting description. 3D (area, preparation, range)

Time Stop allows a Traveler to stop a round to retreat if prepared with a scene long ritual. 3D (area, concentration, effect, friendly fire)

Time View allows a Traveler to view the past. 3D (area, effect)

Chapter 9: New Eden

The action in 7th Seal takes place in a town near you. A town that is blown up, mutated, invaded by aliens and over run by undead, but otherwise familiar. Let's take a look at some of the places and faces that may have changed.

Location, Location, Location

As you explore your surroundings pay attention to city-states, churches, universities, bases, parks, resources and graveyards.

City-States

Though civilization has fallen people still cling to the hope that it can be rebuilt. Cities of old provide a great deal of salvageable tools and material and attract people in great numbers. With limited communication and travel, though, as large of a civic government you will find is a city-state.

Built on the broken remains of the great cities from before time these new city-states are run by powerful human Blasteds, Charismatics or Remnants that provide structure and protection for the masses. They often live under a tenuous and costly treaty with a nearby Elri or Norker outposts and the stench of gathered humanity surely draws the attention of the Leviathan and his minions.

Churches

Churches and religious organizations have retooled to meet the needs of the modern day parishioner. The modern church is focused on eradicating the Leviathan and his minions through severe military means. Often, though, necessity breeds strange bedfellows and wherever there is power corruption is sure to follow.



Universities

Always a gathering place for intellectuals, powerful Blasteds often requisition universities as a base of operation. Inquisitive Elri and Norker also frequent the academies for research purposes, and no self-respecting zombie would pass up on fresh brains.

Bases

While most powerful bases were eradicated and irradiated in the Last War or Invasion those that survived are often controlled by Remnant. Bases can be of the military variety but also include police stations, FBI headquarters and CIA safe houses. These bases often attract fights, but their inhabitants don't seem to mind.

Parks

Elri settle in areas of natural beauty. Large groups take over national parks and smaller units inhabit small city green spaces. They often like being in sight of humans, giving them access to slaves and to keep an eye on the natives.

Whatever area Elri inhabit quickly and dramatically transforms. The flora and fauna begins to grow and thrive, new species are seen and the land becomes both fantastic and dangerous.

Resources

Metal, gems and petroleum are like candy to Norkers. Wherever they can be found in great supply, there the mecha masters will be also. Wherever Norker set down, though, the land is quickly ravaged by their destructive activities.

The People We Will Meet

New Eden is host to many people with conflicting and yet unknown motives.

Blasteds

Blasted use psionics to master the world around them. Equipped with great intellect and powerful abilities they are often leaders of men, or respected advisors to those who do lead. Their motives are personal and they do not act as one group, but they can often be found in the ruins of academic or scientific institutions.

Contagion

Contagion includes zombies and other undead. Some believe they are mindless brutes, victims of a biological agent themselves. Others, though, contend they are agents of the Leviathan. Either way zombies are always on the hunt for human flesh.

Charismatics

Charismatics are powerful in faith, ability and persona. They are natural leaders and determined to defeat the Leviathan and his minions. Like pre-Armageddon Christians some are more or less socially conservative, and some are more or less evangelical in their message, but all are united in their love for God and people and their hatred of evil.

Charismatics often run healing organization, civic leadership and military squads. They try to stay neutral toward other groups unless those

groups are actively committing evil or supporting the Leviathan.

Elri

Elri's purpose on New Eden is not fully known. It is known that they are aliens from a distant universe, they are one of many races in a larger empire and they have an affinity for nature. Elri often take over parks and green areas, make slave and Mules of humans and introduce fantastical flora and fauna to the ecosystem.

God

While God does not make an appearance his existence is no longer in question. Charismatics derive their power from faith in the Christian deity and some rumors persist that angelic beings now inhabit the earth.

No other deities exist, though they are still worshiped. Those that claim power from other deities, though, are simply misinformed users of Darkness or psionics.

Leviathan

Some attribute the Leviathan to a cosmic boogey man or the world's biggest scape goat. Others believe he is the creature mentioned in the book of Revelation. In Revelation the Leviathan is Lucifer a fallen archangel in the form of an enormous red dragon with seven heads that lives in the sea and is intent on destroying man. Attributed to the Leviathan is an organization called the Church of Revelation that unifies the undead and the unholy into a powerful and destructive force.

Mules

Mules are the created slaves of Elri and Norker. They sometimes live in seclusion and sometimes in the company of men. They have

no binding group or purpose, but those who do get involved often aim their aggression at those who made them.

Norkers

Norkers goals and motivation are not entirely known, but like the Elri they are aliens from a distant universe and part of a larger empire. From observation it can be concluded that they are an industrial people intent on gathering what resources the earth has to offer. They often lay waste to the areas they inhabit and are not shy and taking from others that which they want for themselves.

Plebs

Not all humans on New Eden are blessed with super natural abilities. Plebs survives by keeping their heads low and siding with the most powerful person in the room.

Remnants

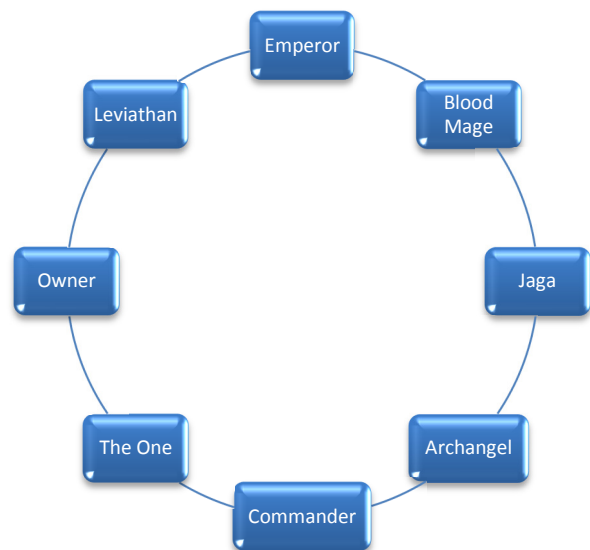
Remnants are what are left of the earth's defenses. Whether secret agents, swat, marines or navy seals these are the most well trained, well equipped and well prepared for the harsh new realities of life on New Eden. They often gravitate to positions of leadership or provide muscle for those who do. They have no unifying cause. Some want to carve out a fiefdom for today; others want to take back what is rightfully theirs from yesterday.

Chapter 10: Top Secret GM Stuff

Are you the GM? Then read on for tips and advice on how to make your group's 7th Seal story kick ass!

The Big Picture

The first thing you need to know is the big picture. The chart below shows the major GMCs, their allies and their antithesis. With the exception of the Leviathan most of these GMCs will stay in the background pulling the strings for several seasons. In fact many may never come into play. This tool will help you build a series, though, that is original to your group and consistent with the 7th Seal fiction.



Emperor is the ruler of the galactic empire from whence the Elri and Norker come. His main aim is to dominate the earth and control its inhabitants. His closest allies are the Blood Mage and the Leviathan. His antithesis is the Commander.

Blood Mage is the all-powerful mystical leader of the Elri. His chief aim is to control the earth and restore and protect its habitats. His closest allies are the Emperor and Jaga. His antithesis is The One.

Jaga is a legendary Mule. His goal is to restore and protect the habitats of the earth and protect its people. His closest allies are the Blood Mage and the Archangel. His antithesis is the Owner.

Archangel is Michael the general of God's army and liaison to the Charismatics. His goal is to protect mankind and equip the Charismatics to defeat the Leviathan. His closest allies are Jaga and the Commander. His antithesis is the Leviathan.

Commander is the supreme leader of all Remnants. His main objective is to defeat the Empire and win the last battle. His closest allies are Archangel and The One. His antithesis is the Emperor.

The One is a psionic paragon of inconceivable power. His main objective is to win against his rival who wields Darkness and gain power for himself. His closest allies are the Commander and the Owner. His antithesis is the Blood Mage.

Owner controls the main equity stake of the Norker. His main objective is to gain power while destroying the earth. His closest allies are The One and the Leviathan. His antithesis is Jaga.

Leviathan is the fallen archangel Lucifer. His main objective is the complete destruction of the earth and domination of mankind. His closest allies are the Emperor and the Owner. His antithesis is the Archangel Michael.

The Series

With the big picture in mind you can now move onto the story. When planning out a story it is good to start with the end in mind—sort of. Structure your thoughts along the lines of a TV series: series, seasons, episodes and scenes.

Like a TV series each group's 7th Seal series makes assumption regarding the setting in which the adventures of the heroes take place and their motives for adventuring together.

The motives are the player's responsibility. They should work out and share their motives when they make their team. These motives should be tattooed on your brain as you create the seasons, episodes and scenes for your heroes, but, also, flexible and open to change as the heroes' motives will inevitably change as they explore New Eden and make allies and enemies along the way.

The setting, though, is your domain. The default setting assumes the players' adventure begins near their home town within 20 years of the Invasion. Three ways to customize your series setting are geography, timeline and vibe.

Geography

Geography options vary far and wide. You could choose a local, well known location to modify into a new weird future form. Contrarily, you could choose a distant unknown location to avoid arguments about "how it should be". A fun option would be to use the Event to reverse platetonic drift and recreate the Unicontinent. The Unicontinent leaves the old, brings closer the far away and shakes everything up to say the least!

Timeline

Timeline is also a variable that will change the feel of the series. A far future series makes our current history and technology a thing of legend, and suggests a potential for a well-developed society. A second/third generation series makes our current history and technology known, but rare, and provides a frame work for

fledgling survivor organizations and societies. A first generation series makes our current history and technology prevalent, and creates an atmosphere of confusion and doubt.

Vibe

Depending on the GM and player's preferences and decisions your 7th Seal series will develop a distinct vibe unique to your group. 7th Seal intentionally includes several vibes for each group to explore. You may decide to leave all four as primary story drivers, or you may find that one or more are driving your action and the others fade into the background.

This flexibility allows you to explain the same phenomena in several possible ways. Was that winged creature an angel from heaven or an alien from Darkness? This is intentional to allow the players and the GM to control the story, as well as to maintain the mystery of the world. As in real life the commonality and differences in these beliefs are often what will separate and unite people groups on New Eden.

Fantasy Anime

The Elri bring the fantasy vibe to the game. They use their Darkness to bring fantasy creatures to the world in an effort to recreate New Eden into a planet that more closely resembles their home planet Melinborne. They also introduce magic abilities and magic items to the world.

The Elri style is very fantasy anime and should be played as such. Though based on fantasy troupes, the Elri, Darkness and the creatures they summon are firmly alien. The Elri plans and plots can take the center stage of the campaign, or they can stay in their terra-scaped fortresses only to be seen when sought out.



Plot: New Eden goes old school and begins to produce its own myths and legends to fight the Elri's.

Plot: The Elri are after artifacts hidden on New Eden from its forgotten time of legend.

Plot: The Elri splinter into several competing factions recruiting humans to fight alongside them.

Plot: The Elri are not conquerors as much as they are escapees from intergalactic conflict and their resources are limited.

Mecha Anime

The Norker's bring the mecha vibe to the game. With their star ships and mecha power armor and alien Tek they create an environment of deadly metal on metal clashes.

The Norker style is very mecha anime and should be played as such. The schemes of the Norker's can take front and center in the campaign, or they can stay in their battle ships and mining cities and fade into the background unless provoked.

Plot: Norkers plan on strip mining New Eden which will make it unlivable in the foreseeable future.

Plot: Norkers enslave humans in order to complete their dangerous Tek work.

Plot: Norkers enlist humans to train them as

mecha fighters for a battle with a bigger, badder alien race that is closing in on them.

Plot: Norkers are determined to rebuild New Eden with their advanced clean Tek and create a world in which humans can live alongside them.

Apocalyptic Anime

With the nuclear fallout from the Last War, the biological terror of the Contagion, and the geological catastrophes of the Event New Eden is a harsh, broken land infested by mutant creatures.

People groups led by powerful Blasted try to reestablish small strongholds of civilization, or they fall in with determined Remnant to survive in peace. Both groups are stylized in the tradition of apocalyptic anime as are their Charismatic cousins. The broken civilization and survival aspect of 7th Seal could be the focus of your campaign, or it could simply be part of the setting's tone. Likewise, the degree of the world's brokenness is up to you.



Plot: The world is shattered, but humans are not actively oppressed and may begin to rebuild small civilizations as they see fit.

Plot: Non-military cities remain wholly intact and are run by the strength and determination of humans with power.

Plot: The world is shattered, and humans are

hunted down. Elri and Norkers may be teamed up, or also at war with one another.

Plot: A great deal of the world is intact and the Elri and Norkers are helping to rebuild it either cooperatively or in competition.

Plot: The Contagion is over running the world and a cure must be found.

End of Days Anime

The Event introduces the religious significance of the current events of 7th Seal as depicted in Revelations chapters 6 and 7, ideals perpetuated by the Charismatics. Central to this theme is a belief that the Leviathan and his Church of Revelation brought the Contagion to New Eden. The Leviathan is an undefined antichrist who may be a person or a creature, but the Contagion is very much a known entity.

The end-of-days anime vibe mixes biological doomsday horrors, visitations from angels and attacks from demons all depicted in the style of apocalyptic anime. It can be throughout the campaign or it can fade into the background. I mean, who really knows what happened anyway?

Plot: Advance through the time line of Revelations chapters 8-19.

Plot: Battle undead in a horror themed game.

Plot: Work with angelic armies to save the world.

Plot: Elri/Norkers are sent to persecute mankind.

Plot: Elri/Norkers are sent to save New Eden from mankind.

The Season

Now that you have established your heroes' motives and your setting and have a few plot hooks in mind it's time to work on the season. Like in a TV series a season is a handful of

episodes that advance the series and also tell a wholly enclosed story arc.

For example, your players may want to fight aliens. So you create a near future setting rife with Elri and Norker and plan the series around the idea of wresting power from the imperialist aliens and returning it to the people.

The first season then could be all about taking out a major Norker outpost that is creating Mules. It is at this point, however, I would caution you to not go too far down the creative bunny trail. You are creating the setting, but the heroes are driving the story.

To that end have many possible alien bad guys and plots and whichever one the heroes gravitate toward just go with it! And remember, at the end of the season they have not saved the world; they have just taken out a bad guy and now see the legion of bad guys behind him!

Episodes

Now we are getting close here! An episode is the part of the story that will most likely include a handful of scenes, take place in one gaming session and advance both the minor story arc of the season and occasionally the major story arc of the series while having its very own beginning, middle and end.

Again, you are not the story writer; you are just managing the setting and the reactions of the GMCs. The players' decisions are writing the story.



Scenes

Now to the good stuff! As the GM in addition to creating a compelling setting, your part in telling this fantastic story includes creating challenging and memorable scenes. Here you need to be one part Quentin Tarantino and one part Sun Tsu.

Scenes are more than just fights. They are any sort of intense challenge, interaction or, well, fight. The most important things to make them fun are detail, enthusiasm and player control.

Below are guidelines for creating GMCs and using Target Numbers to create challenges and hazards for your scenes at a level that is appropriate for your players. Additionally, the top secret LOCK format will help you build compelling scenes that your players will remember, enjoy and control.

LOCK

The LOCK scene builder is a system for quickly building memorable, fun scenes. What you will find when using LOCK to build scenes is that you have way too many great ideas for one scene. These extra ideas can then be used to build your episode. That is pretty sneaky, huh? LOCK stands for Leads, Objectives, Conflicts and Kick Ass!

Leads

Leads are clues, bad guys, problems or mysteries that lead your players to take action. To insure that the players maintain narrative control it is important that there are many leads to follow. So if in our scene the players are returning to Rumble Town, our leads may include they want to sell/buy some gear, check in on their love interests, Mr. Tough may be making some noise and small kittens are disappearing.

Objectives

Objectives are what your players are hoping to accomplish. They may be specific to the scene, episode or unique to the lead. So their objective for coming to Rumble Town may be to gear up, the episode may be about foiling Mr. Tough's plans and the players' significant others may just love kittens.

Conflicts

Conflicts are what arise when the players attempt to reach their objectives. An unruly clerk at the weapons depot, Mr. Tough's goons and the evil clown cult that eats kittens would all be good conflicts.



Kick Ass

Finally, kick ass! Accomplishing the objective and overcoming the conflict are their own reward. However, for a scene to be unforgettable, it has to kick ass! Finding a BFW at the weapons depot for half-price, getting a clue to Mr. Tough's end game and getting your overly sensitive but leggy girlfriend a brand new kitty named Bobo all kick-ass!

So now in scene 1 our heroes have either refreshed their supplies, roughed up Mr. Tough's goons or defeated the evil clown cult. Whichever two things they didn't do are leads that can be used to build scene 2! At this point then, you are going to add in one or two more leads so the players don't feel like they are checking off a shopping list, but rather that the plot is unfolding before them with each accomplishment leading to more choices to add to the already existing list of leads. Are you feeling me now?!

Target Numbers

Now that the scene is set, you will have to establish the difficulty of the assorted conflicts by setting TNs and creating GMCs. Setting TNs is one of the GM's most important jobs. TNs are used to reflect the difficulty of the task at hand. The basic rule is covered in the Game Mechanics section, but further explanation may be helpful. Some examples follow, but the basic idea is an average attribute, combat ability and career is 0. Therefore, a tough check, rolling a 9 on 2d6 with no plusses, has a 28% probability of success.

The best way to set TNs is to use your intuition and consult the TN chart. To use the chart below just think in plain English how difficult you want something to be. For example, if you think a safe would be tough for an expert thief

to crack then it gets a 15 TN. If the players don't have anybody capable of making that roll, they can choose to leave the safe alone, use Hero Points or come up with a different solution. TNs should not be adjusted just to match the PC's abilities.

Target Numbers

	Cake	Easy	50/50	Tough	Gina
-2 Putz	1	3	5	7	9
0 Trained	3	5	7	9	11
2 Skilled	5	7	9	11	13
4 Veteran	7	9	11	13	15
6 Expert	9	11	13	15	17
8 Great	11	13	15	17	19
10 Best	13	15	17	19	21
12 Evolved	15	17	19	21	23
14 Super	17	19	21	23	25
16 Avatar	19	21	23	25	27
18 Paragon	21	23	25	27	29
20 Celestial	23	25	27	29	31

GMCs

Now let's fill your scene with interesting and threatening GMCs. GMCs come in four varieties: rabble, henchmen, villains and BBEGs.

Rabble

Rabbles are cannon fodder. They are bikers, zombies, occultists and the like. They are often described in an encounter only by their type, for example, "You are attacked by zombies!"

Rabble has access to a special combat stunt Mob Attack. When four rabbles attack one target they get one attack at 3A with a +3 to damage.

Rabbles generally have attributes of 0, combat abilities of 0 and one career at 0. They have 3 Health and Sanity Points. They are easy to plow through; what gives them confidence is their numbers and their affiliation with the villain.

Henchmen

Henchmen are minor evil characters or anti-heroes. They are GMCs that are built like PCs but are perhaps a little weaker than the PCs. They are lieutenants of the rabble, sidekicks of the villains or tough GMCs that aren't quite villains. They are described in an encounter by their name and type, for example, "You are attacked zombies led by the two clerks from the head shop Bob and Rob!"

Henchmen generally have attributes, combat abilities, a career, Health and Sanity Points at the same scale as the PCs or a little lower. What makes them tough is their affiliation with the villain and access to his rabble.

Villains

Villains are evil characters or anti-heroes. They are GMCs that are built like PCs and are perhaps a little tougher than the PCs. They are the leaders of the rabble, henchmen and the BBEG and are described in an encounter by their name and title, for example, "You are attacked by zombies led by Bob and Rob and the evil necromancer Omega!"

Villains generally have attributes, combat abilities, careers, Health and Sanity Points at the same scale as the PCs or a little higher; they also have a Villain Point. What makes them extra

tough is their horde of rabble, loyal henchmen, fortified lair and the BBEG they control.

BBEGs

BBEGs (Big Bad Evil Guys) are characters or anti-heroes that are advanced well beyond the level of the PCs, and sometimes, most often, are monsters of supernatural scale. They are the secret weapon of the evil organization and are described in an encounter by their physical description and fictional moniker if applicable, for example, “you are attacked by the evil necromancer Omega, his horde of zombies led by Bob and Rob, and a massive, undead dragon like the dracolich of legend!”

The scale of their attributes, combat abilities, careers, Health and Sanity Points often far outpace those of the PCs that intend to do them harm and they have 3 Villain Points. They should always be built with one or more significant weaknesses of which a brave and quick thinking hero could take advantage.

Scale for GMCs

	HP/SP	Gang Up	Strength	Dodge
Pixy	-5	1	5 +2D	10 +1A
Pigmy	-2	2	5 +1D	10 max
Human	1X	4	5 max	5 max
Drakken	2X	6	5 max	5 max
Troll	4X	8	10 max	5 +1D
Giant	9X	12	10 +1A	5 +2D
Dragon	16X	16	10 +2A	5 +3D
Titan	25X	20	10 +3A	0 +3D

Fear

Fear has a special importance in 7th Seal. Being that most encounters in 7th Seal include new and frightening elements, as an optional rule, GMs may require players to make a nerve plus

resisting check versus a 9 TN at the beginning of each encounter that includes a new element.

If the check succeeds, the player continues the encounter as normal and is hardened: for the rest of the series they never have to make a nerve check again for that element.

If they fail, though, they are shaken: they cannot act in the first round and suffer disadvantage to all actions for the scene.

If they fail 3 nerve checks for the same element they develop a fear: always suffer a disadvantage when dealing with that element.

Madmen & Monsters

GMCs in 7th Seal are fast and fun to make. To get you started included below are the GMCs referenced in the episodes to follow. You will notice that the math sometimes does not fit the math of PC character creation as adjustments have been made to account for implied boons and flaws. Also, the custom power stunt combinations included are always prepared.

Atomic Sand Elemental

10' tall atomic sand creature BBEG
 6S 2A -1M 0N 4F -1S 3D OR
 5 Sand Elemental, 5 Strength Adept, 3 Villain
 64HP 5HA 12DTN 10P 5D
 40SP 0SA 9RTN ORF -1RM
 Sand slam/ 1A+10 hit/ 3d6/ 9TN to escape sand
 Sand trap/ 1D+5 hit/ -/ traps one target on the
 battlefield for the scene
 8 gang up, 1D dodge

Battle Droid 10K

10' tall battle droid BBEG
 6S 0A 0M 0N 3F 3S 3D OR
 6 Droid, 5 Strength Adept, 3 Villain
 64HP 6HA 12DTN 9P 3D
 40SP 3SA 9RTN ORF ORM
 BFW vibro mace/ 1A+9 hit/ 3d6/ half armor
 BFW vibro mini-gun/ 1A+3 hit/ 3d6/ half armor
 8 gang up, 1D dodge

Biker

Leather clad bike riding rabble
OS OA OM ON 1F OS OD OR
Biker
3HP OHA 9DTN 1P OD
3SP OSA 9RTH ORF ORM
Chain/ OA+1 hit/ d6/ -
Revolver/ OA hit/ d6/ -

Biker "Wolverine" Wilfred

Pleb biker henchman
1S OA OM 1N 1F 1S OD OR
Biker, Bully
11HP 1HA 9DTN 2P OD
11SP OSA 9RTN 1RF ORM
2 Katar/ OA+2 hit/ d6+1/ -
Shotgun/ OA+1 hit/ 2d6/ -

Black Dragon

20' tall black dragon BBEG
10S 5A 5M 5N 5F OS OD 5R
5 Dragon, 5 Telepath, 3 Villain
320HP 6HA 9DTN 15P 5D
240SP 3SA 14RTN 10RF 10RM
Acid breath/ OA+10 hit/ 2d6/ burst, range
Claws/ OA+15 hit/ 3d6/ toss
Teeth/ OA+15 hit/ 3d6/ swallow
Tail/ OA+15 hit/ 2d6/ toss, burst
Dominate/ 2D+10 hit/ -/ 2 turn casting
16 gang up, 2A strength, 3D dodge

Blasted Bruce

Blasted villain
OS 1A 3M 1N 1F OS 2D 2R
2 Leader, 2 Telekinetic, 2 Telepath, 1 Villain
10HP 2HA 12DTN 2P 3D
11SP 2SA 11RTN 3RF 5RM
Throw/ 1D+5 hit/ 2d6/ one target, battlefield
Psychic Prison/ 1D+5 hit/ -/ trapped for scene



Devourer

15' tall floating maw BBEG
6S 5A 5M 2N OF OS 5D 5R
5 Devourer, 5 Telepath, 3 Villain
144HP 5HA 14DTN 6P 10D
108SP 5SA 14RTN 7RF 10RM
Maw/ OA+6 hit/ 3d6/ swallow
Eye stalk/ OA+5 hit/ 2d6/ stunning damage
Psychic Prison/ 1D+10 hit/ -/ trapped for scene
Mental Spike/ 2D+10 hit/ 2d6/ battlefield range
Mind Bomb/ 2D+10 hit/ d6/ battlefield area,
enemies only
12 gang up, 1A strength, 2D dodge

Elri Blood Guard

Elri guard henchman
OS 2A OM ON 2F OS 2D OR
Guard, Agility Adept
10HP 3HA 11DTN 4P 4D
10SP OSA 9RTN ORF ORM
2 long swords/ 1A+4 hit/ d6+1/ -
Crossbow/ OA+2 hit/ d6/ -

Elri Conjuror Tar'gon

Powerful Elri conjuror villain
OS 2A 6M 2N OF OS 3D 3R
6 Conjuror, 3 Evoker, 3 Noble, 1 Villain
10HP 3HA 12DTN 2P 5D
12SP 3SA 12RTN 5RF 9RM
Summon Troll/ 2D+12 hit/ 2d6/ 40HP
Fireball/ d6+9 hit/ d6/ battlefield, burst

Elri Guard

Elri guard rabble
OS OA OM ON OF OS 1D OR
Guard
3HP 1HA 10DTN OP 1D
3SP OSA 9RTN ORF ORM
Spear/ OA/ d6/ -
Crossbow/ OA/ d6/ -

Evil Water Spirit

Supernatural evil water spirit rabble
-1S 3A -1M -1N 3F -1S 3D -1R
Water Spirit
2HP 0HA 12DTN 6P 6D
2SP 0SA 8RTH 7RF 7RM
Tentacles/ 0A+6 hit/ d6/ 8TN to avoid entangle

Fallen Angel

Low power fallen angel henchman
0S 1A 0M 2N 2F 0S 1D 0R
Angel, Avatar
10HP 1HA 10DTN 3P 2D
12SP 1SA 9RTN 2RF 0RM
Sword/ 0A+3 hit/ d6/ -
Brilliance/ 0A+2 hit/ -/ stun burst around angel

Fallen Angel Crystal

Fallen angel villain
0S 2A 0M 4N 3F 0S 2D 2R
3 Angel, Avatar, Agility Adept, 1 Villain
10HP 3HA 11DTN 5P 4D
14SP 3SA 11RTN 6RF 2RM
Scourge/ 1A+5 hit/ d6/ 1D for called shot
Brilliance/ 0A+7 hit/ -/ stun burst around angel

Lych Bob

Blasted undead villain
0S 1A 3M 1N 1F 0S 2D 2R
2 Undead, 2 Telekinetic, 2 Telepath, Avatar, 1 Villain
10HP 2HA 12DTN 2P 3D
11SP 2SA 11RTN 3RF 5RM
Bite/ 1A+2 hit/ -/ 9TN to resist Contagion
2 Sabers/ 0A+2 hit/ d6+1/ -
Throw/ 1D+5 hit/ 2d6/ one target, battlefield
Psychic Prison/ 1D+5 hit/ -/ trapped for scene

Mecha Artillery Guard

Mecha artillery guard henchman
1S 1A 0M 0N 0F 2S 0D 0R
Mecha Artillery, Guard
11HP 4HA 9DTN 1P 1D
10SP 0SA 9RTN 0RF 0RM
Big plasma rifle/ 0A+2 hit/ 2d6+2/ -

Norker Executive Grok

Cruel Norker Decker villain
2S 0A 4M 1N 0F 0S 2D 2R
2 Executive, 2 Decker, 2 Scientist, 1 Villain
12HP 4HA 11DTN 2P 2D
11SP 2SA 11RTN 3RF 6RM
Plasma drone/ 1A+6 hit/ d6+2/ 12HP 2HA

Psionic Acolytes

Blasted COR acolyte henchman
0S 1A 3M 0N 0F 0S 2D 2R
1 Telepath, 1 Telekinetic, Acolyte
10HP 0HA 11DTN 1P 3D
10SP 1SA 11RTN 2RF 5RM
Confuse/ 1A+4 hit/ -/ disadvantage, adjacent
Psi dart/ 0A+4 hit/ d6/ battlefield

Psionic Sandman

Blasted in tan robe and gasmask rabble
0S 0A 1M 0N 0F 0S 0D 0R
Telekinetic
3HP 0HA 9DTN 0P 0D
3SP 0SA 9RTN 0RF 1RM
Scimitar/ 0A/ d6/ -
Sand Blast/ 0A+1 hit/ d6/ battlefield range

Rioters

Pleb mob rabble
0S 0A 0M 0N 0F 0S 0D 0R
3HP 0HA 9DTN 0P 0D
3SP 0SA 9RTN 0RF 0RM
Lead pipe/ 1D/ d6/ -

Wolf-man

Furry man eating undead henchman
2S 2A -1M 0N 2F -1S 1D 1R
Undead, Wolf Mule
12HP 2HA 10DTN 4P 3D
10SP 0SA 10RTN 1RF 0RM
Bite/ 0A+4 hit/ d6/ 7TN to resist Contagion

Zombie

Man eating undead rabble
0S 0A -1M 0N 0F 0S -1D 0R
Undead
3HP 0HA 8DTN 0P -1D
3SP 0SA 9RTN 0RF -1RM
Bite/ 0A+0 hit/ -/ 5TN to resist Contagion

Episode 1: "Bad Moon Rising"



Setting: North Texas, 1st generation

Vibe: Apocalyptic, End of Days and Mecha

Theme: Save the world from the Empire

Lead

The heroes are leaving Fort Hood on their way toward Waco. In Waco Baylor is rumored to hold fresh supplies for resourceful travelers. As they travel they come across a quiet farming community just off of 35W: Bruceville. Bruce, the leader of Bruceville, offers them food, water and shelter if they go see what their new Norker neighbors are up to. He's afraid they might be endangering his small town and lovely nieces Daisy and Dixie, or, as they are more well known, the Double D Twins. Also, some of the young men are missing; a satellite fell to earth near the reservoir; and strange things are afoot at the Cox Cemetery.

Objective

Primary: Protect Bruceville from their new Norker neighbors who are intent on turning the young men in town into wolf-men.

Secondary: Clear out the Cox Cemetery; identify the reservoir that is poisoned with Contagion; protect the DD Twins as they try to help.

Conflict

Random: Overnight the town is attacked by wolf-men. They are Contagion Mules that

infect those they wound with their bite. If captured the players will find among them the missing young men now mutated and infected. The infection can be cured (9 TN) but not the mutation.

Random: The Cox Cemetery is overrun by wolf-men and zombies. They are controlled by a lych, a Contagion Telepath, Bruce's brother Bob. If captured Bob will tell the players Bruce is selling them out in exchange for protection from the Norkers. Bob cannot be cured and begs for forgiveness and release.

Random: At the reservoir the players find a dead fallen angel that seems to be contaminating the water source. If they move the body a fissure opens up filling with water and the heroes are attacked by dark creatures in the midst of the watery terror. They must not drink the water lest they be exposed to the Contagion.

Villain: The small Norker mining ship is completing a geological survey and turning the locals into wolf-men in their spare time. The ship is protected by a Norker executive Grok and two Mecha guards.

BBEG: A powerful battle drone is unleashed on the town to cover the Norker's retreat.

Kick Ass

Feel Good: Save Bruceville from Norker mutation, Bruce and Contagion.

Practical: Get cool Tek guns.

Fluff: The DD Twins rename the town after one of the heroes.

Hanging Chads... fallen angel may have created the Contagion; one of the reservoirs is infected.

Episode 2: "Race for the Cure"



Setting: North Texas, 1st generation

Vibe: Apocalyptic and Fantasy

Theme: Save the world from the Contagion

Lead

The heroes are headed to Baylor to resupply. Professor Jenkins from Baylor asks the heroes to deliver a package to his brother Reverend Jenkins at Dallas Seminary in exchange for supplies now and more when they arrive. They meet his comely niece Candy and her teddy bear Mr. Pookums.

Objective

Primary: Escort scientific papers from Baylor to Dallas Seminary for further research in an effort to cure the Contagion.

Secondary: Protect Candy, Reverend Jenkins comely daughter who is trying to get home from Baylor to Dallas to see her daddy. She will stow away with the heroes.

Conflict

Random: Candy's abusive "boyfriend" biker dude Wolverine and his biker gang the Hellcats try to reclaim her. They will try bullying the heroes, then ambushing them, and then

threaten to harm Professor Jenkins. If interrogated Wilfred (Wolverine) may admit to running a human trafficking operation.

Random: Psionic sandmen attempt to ambush and rob the heroes. If defeated they summon an atomic sand elemental. If interrogated they may divulge that they were hired by an Elri Conjuror to intercept the hero's shipment.

Villains: Dallas Seminary is under assault by Elri. The Elri are attempting to capture Charismatics and torture them so that they will divulge the secret to their power. They do not understand faith.

BBEG: A powerful Conjuror Tar'gon summons a large black dragon when he is forced to retreat.

Kick Ass

Feel good: Mankind maybe one step closer to a cure.

Practical: Two powerful allies, cool blessings from the Reverend Jenkins and they are sent to the Salvation Army to resupply.

Fluff: Candy is crushing.

Hanging Chads... Wilfred is human trafficking; Sandmen are ambushing the highway and working with Elri; the Contagion is not cured; Elri assaulted the Dallas Seminary; and Tar'gon is interested in the cure.

Episode 3: "Church of Revelation"



Setting: North Texas, 1st generation

Vibe: Apocalyptic, End of Days

Theme: Save the world from the Leviathan

Lead

The heroes are finishing up resupplying at the Salvation Army in Dallas when a riot breaks out. The riot is led by a group called the Church of Revelation and in the confusion they lose a friend: the comely Salvation Army leader Major Hautie.

Objective

Primary: Save Major Hautie from being sacrificed by the Church of Revelation to the Leviathan.

Secondary: Secure a vial of Contagion; drive the COR out of Dallas.

Conflict

Random: Riots break out targeted at the paramilitary group the Salvation Army. After players escape to safety they deduce the riots were started by the COR. Their objectives are unknown, but they have taken Major Hautie.

Random: Fallen angels attack the players as they plan their next move. When defeated they are awesome in appearance and are marked with the Illuminati pyramid the symbol of the COR.

Random: The COR is headquartered in Deep Elm which was quarantined off due to Contagion. When the players enter they are assaulted by mass zombies.

Villains: Dallas is being forcibly taken over by the COR. This is a very bad thing, because where the COR is strong the Contagion spreads and the powers of darkness are prevalent. The church body here is run by a fallen angel Crystal and her psionics acolytes. If defeated the COR will disband but not disappear.

BBEG: Crystal will flee if challenged, but use a book to summon a powerful Devourer. During escape Crystal will attempt to leave with a vial of Contagion, but not risk her life to take it. The Devourer attacks both physically and with fear effects.

Kick Ass

Feel good: Dallas is safe from the Church of Revelation... for now.

Practical: A powerful ally in Major Hautie, a vial of pure Contagion that can be used for research and a stash of weapons and explosives found at the COR.

Fluff: Hautie is crushing.

Hanging Chads... reinforce the Salvation Army; find the secret disciples of the COR; research the vial of Contagion.

Heroes & Heroines

The following are pre-generated characters to be used for quick games, backups or inspiration. Some prepared custom power stunt combinations are included.

Ala'kor

"Girl, I got this!"

Elri military daredevil aerialist cavalier



Elri: drakken souled, blood guard, foolhardy
OS 2A -1M 3N 3F -1S 2D OR
2 Drakken Rider, 2 Avatar, Agility Adept, Scout
10HP 2HA 11DTN 5P 4D
13SP OSA 9STN 3RF -1RM
5Hero OEP
Two swords/ 1A+5 hit/ d6+1/ -
Drakken/ 1A+5 hit/ d6/ 24HP 2HA, fire, fly

Even'dar

"It is in my blood to protect all creatures."

Elri liberal noble mystical druid



Elri: dark master, blood, feeble
OS OA 3M 1N OF OS 2D 2R
2 Druid, 2 Conjuror, Judicial, Forger
10HP OHA 11DTN OP OD
11SP OSA 11RTN 3RF 5RM
5Hero OEP
Strangling vines/ 1D+5 hit/ -/ hold 1 for scene
Summon bugbear/ 1D+5 hit/ d6/ scene duration

Krong

"Feel my kung-fu, yo!"

Norker anti-establishment hacker



Norker: wired (shooting, Tek machine pistol)
OS 1A 2M 1N OF 2S 2D 2R
3 Decker, 1 Infiltrator, Agent, Math teacher
10HP 3HA 11DTN 1P 3D
11SP OSA 11RTN 3RF 4RM
5Hero OEP
Fist/ OA/ -/ -
Tek machine pistol/ 1A+3 hit/ d6/ -
Drone/ OA+5 hit/ d6/ 13HP 3HA

Torg

"If bullets didn't fix it, try more bullets."

Norker labor rocket jock



Norker: wired (shooting, mecha machine gun)
OS 3A OM 1N 1F 2S 1D OR
3 Mecha Artillery, 1 Mecha Fighter, Bully,
Geologist
10HP 4HA 10DTN 4P 4D
11SP OSA 9RTN 1RF ORM
5Hero OEP
Mecha mace/ OA+4 hit/ d6/ 26HP 4HA
Mecha machine pistol/ 1A+5hit/ d6/ -

Red Hawk

"If it bleeds, I can kill it."

Gun toting native jar head



Remnant: sniper (assault rifle)
0S 3A 0M 1N 0F 3S 1D 0R
3 Gunner, Avatar, Agility Adept, 1 Native American
10HP 3HA 10DTN 3P 4D
11SP 0SA 9RTN 1RF ORM
5Hero 0EP
Machete/ 0A+3 hit/ d6/ -
Assault rifle/ 1A+6 hit/ 2d6/ -

Ace

"Need a lift?!"

Jersey marine wheel man and a great guy



Remnant: armory (pilot, tank)
1S 1A 1M 1N 0F 1S 3D 0R
3 Pilot, Gunner, 1 Combat Engineer, Mechanic
11HP 1HA 12DTN 1P 4D
11SP 0SA 9RTN 1RF 1RM
5Hero 0EP
Jeep machine gun/ 0A+4 hit/ 2d6/ 26HP 3HA
.22 pistol/ 0A+2 hit/ d6/ -

Drake Styles

"Styles, Drake Styles."

British metro-sexual secret agent



Remnant: juiced (dodging)
0S 2A 0M 2N 2F 1S 1D 0R
2 Agent, Avatar, Gunner, 2 Infiltrator
10HP 2HA 10DTN 4P 3D
12SP 0SA 9RTN 2RF ORM
5Hero 0EP
Cane sword/ 0A+4 hit/ d6/ -
.45 semi-auto/ 0A+3 hit/ 2d6/ -

Blow 'em up Bob

"Whoa! Did you see that?"

Army engineer redneck with 9 fingers



Remnant: armory (combat engineer, explosives)
0S 0A 3M 1N 0F 1S 3D 0R
3 Combat Engineer, Gunner, Pilot, 1 Traveler
10HP 2HA 12DTN 0P 3D
11SP 0SA 9RTN 1RF 3RM
5Hero 0EP
Shotgun semi auto/ 0A+1 hit/ 2d6/ -
Stuff includes walky-talkies, first aid kit, laptop,
random stuff and C4—lots of C4.

Scott

"Holy Moses—stop shooting each other!"
MN sales guy that likes to help people



Charismatic: faith filled (social), spirit filled (healer, healing aura), pacifist
OS 1A 0M 3N OF OS 1D 3R
3 Healer, 1 Prophet, Cardboard box sales, Bible school teacher
10HP 0HA 10DTN 1P 2D
13SP OSA 12RTN 6RF 3RM
5Hero 0EP
Healing touch/ 1A+6 hit/ d6/ -
Healing aura/ 1D+6 hit/ d6/ allies, battlefield
Bless/ 1A+4 hit/ -/ 1A
Curse/ 1A+4 hit/ -/ 1D

Sue

"I can do all things though He that gives me strength."
MN housewife seeking redemption



Charismatic: spirit filled (prophet, shouting curse)
OS 1A 0M 3N OF OS 2D 2R
3 Prophet, 1 Invoker, Healer, Housewife
10HP 0HA 11DTN 1P 3D
13SP OSA 11RTN 5RF 2RM
5Hero 0EP
Shouting curse/ 0A+6 hit/ 2D/ 1 target in battle
Avenging angel/ 1D+4hit/ d6/ 11HP 1HA, scene
Healing touch/ 1A+3 hit/ d6/ -

Sam

"I'm kicking ass for the Big Guy!"
Texas mechanic turned holy warrior



Charismatic: powerful (two-handed sword), warrior (Leviathan), dogmatic (social)
3S 0A 0M 1N 3F OS 0D 1R
Avatar, 3 Strength Adept, Mechanic, 1 Punk
13HP 2HA 9DTN 6P 0D
11SP OSA 10RTN 2RF 1RM
5Hero 0EP
Two-handed sword/ 1A+6 hit/ 2d6/ -
Javelin/ 0A+3 hit/ d6/ -

Captain Joe

"Back on the force we would have..."
Good New Jersey cop turned angry gorilla



Mule: tough (resisting with strength)
2S 2A 0M 0N 2F 2S 0D 0R
3 Gorilla, Gunner, 1 Detective, Bully
17HP 3HA 9DTN 4P 2D
10SP OSA 9RTN 0RF 0RM
5Hero 0EP
Claws & teeth/ 0A+4 hit/ d6/ -
9mm pistol/ 0A+4 hit/ d6/ -

Falconer

"Never fear! The Falconer is here!"

Texas comic book store clerk turned super hero



Mule: agile (dodging), fierce, feral mind (technology)
OS 3A -1M 2N 3F -1S 2D 0R
2 Falcon, Comic book clerk, Mocker, 2 Agility Adept
10HP 1HA 11DTN 6P 5D
12SP OSA 9RTN 2RF -1RM
5Hero OEP
Talons/ 0A+6 hit/ d6+2/ -
Fly by/ 1D+6 hit/ d6+2/ moves away before being hit

Jin Ji Cho

"Want some of this? I know you do..."

California model turned psi-martial arts butt kicker



Blasted: ronin (long swords)
OS 3A -1M 2N 2F OS 2D 0R
Avatar, 2 Agility Adept, Model, 2 Telepath
10HP 1HA 11DTN 5P 5D
12SP OSA 9RTN 2RF -1RM
5Hero OEP
2 long swords/ 1A+5 hit/ d6+1/ -
Infatuation/ 2D+1 hit/ -/ for the scene attackers within a few steps must resist to attack her

Brother Ty New Moon

"I can guide you to inner strength."

New age California guru



Blasted: awakened (resisting mind), guru (telepath, illusion), flakey (social)
-1S 0A 3M 2N -1F OS 2D 3R
3 Telepath, 1 Telekinetic, Leader, New age
9HP 0HA 11DTN -1P 2D
12SP 2SA 12RTN 5RF 6RM
5Hero OEP
Illusion/ 1A+6 hit/ d6/ battlefield, concentration
Jump/ 1A+4 hit/ -/ move around the battlefield

Ward

"I am."

California vagrant turned psionics savant



Blasted: awakened (resisting mind), guru (telekinetic, push), broken (PTSD)
1S 0A 3M 0N 1F OS 1D 2R
3 Telekinetic, 1 Telepath, Avatar, Vagrant
11HP 0HA 10DTN 2P 1D
10SP OSA 11RTN 2RF 5RM
5Hero OEP
Pipe/ 0A+2 hit/ d6/ -
Throw/ 2D+6/ 2d6/ an enemy on the battlefield
Jump/ 1A+6 hit/ -/ move around the battlefield
Psychic Prison/ 2D+4 hit/ -/ trapped for scene

7th Seal Hero Sheet

Name _____ **Player** _____

Concept _____

Tagline _____

Origin _____ **Hero**

Boons & Flaws _____

Sketch

Strength	<input type="text"/>	Fighting	<input type="text"/>	<input type="text"/>	c1	<input type="text"/>	c5
Agility	<input type="text"/>	Shooting	<input type="text"/>	<input type="text"/>	c2	<input type="text"/>	c6
Mind	<input type="text"/>	Dodging	<input type="text"/>	<input type="text"/>	c3	<input type="text"/>	c7
Nerve	<input type="text"/>	Resisting	<input type="text"/>	<input type="text"/>	c4	<input type="text"/>	c8

Health Points	<input type="text"/>	Health Armor	<input type="text"/>	Dodge TN	<input type="text"/>	Parry	<input type="text"/>	Dodge	<input type="text"/>
Sanity Points	<input type="text"/>	Sanity Armor	<input type="text"/>	Resist TN	<input type="text"/>	Resist Fear	<input type="text"/>	Resist Mental	<input type="text"/>

Weapons & Custom Power Stunt Combinations

Name	Attack	Ad/Dis	Damage	Effect

Vehicles, Mounts & Mecha

Name	Armor	HPs	Capacity	Weapons & Gear

Fears, Gears & Competencies

7th Seal

Armageddon RPG



Forged in the fire of war, fueled with Old Testament faith, alien technology and psionic mutations heroes fight to bring order out of chaos, to rebuild their world, and to overthrow the Leviathan. So don you power suit, say your prayers, grab your lucky plasma rifle and your psionic friend, too, and let's kick some mutant-demon-zombie-alien-butt!