

The world of Seventh, what is it about?

Fundamentals

Seventh is a fantasy world in an alternative universe. Not in the sense that it is parallel to our universe but that it comes from pure imagination.

The world of Seventh is based on fundamental principles and concepts. These principles and concepts does not have to come from real world observations but can just as easily come from pure thought.

Until this point in the history of Seventh there has been no world wide explorers. This means that the world of Seventh is not necessarily entirely known to the inhabitants in the world of Seventh. From this foundation it comes naturally that places like cities, landscapes, villages and so on are based on tribes. Tribes that know their own immediate surroundings, morals, religions and so on rather than knowing about the whole world. In modern terms you can say that the world is "local" more than "global".

Races and monsters

The World of Seventh is inhabited by humans. The humans living there have not evolved culturally like we humans in the real world have evolved, even though they physically look the same. They might have moral values that is not seen in our world and they might have interests that have not been found in our world. You might say that the world of Seventh has evolved separately from our world having created it's own unique setting.

There are no other fantasy races, other than humans, in the world of Seventh. This means that there are no dwarfs or elves or other traditional fantasy races. However, there might be other intelligent species in the world having evolved in their own way but that is up to the anyone who creates the world to decide and that person might be you.

There are lots of monsters in the world of Seventh and they inhabit different places. Monsters can come from the natural and physical world and they can come from other other dimension. Monsters from the natural world are called Natural Species and Monsters from other dimensions are called differently depending on what dimension they come from. For example, monsters coming from the Magic Dimension are called Magical Species. Monsters can also come from other physical planets and these monsters are called Alien Species.

Cosmology

The world of Seventh is primarily taking place on one planet. This planet is called Aasei (Etymology: a, "without", aseitas, "being by itself"). Asei is Orbiting two suns called

Sweser and Bhrater. The full orbit of Aasei is shaped like an eight (8) instead of a circle. When Aasei is in between the two suns the planet will switch suns and follow it completely around that sun until it arrives at between the two suns again at which point it will orbit around the other sun. This means that Aasei is counting two different years in its calendar. The Sweser year and the Bhrater year.

This unique orbit creates unique climates which in turn creates many different land areas on the planet. When Aasei is in between the two suns there is a global summer season on the planet. The planet then continues to have a summer season turning into Winter when Aasei is on the opposite side in its orbit and in between there an Autumn like season is occurring. The season is then turning into Spring and then into summer and finally back to global summer season. The seasons for two years, Sweser Year and Bhrater Year, come in the following order with Aasei starting its orbit in between the two suns: Global Summer, Summer, Autumn, Winter, Spring, Summer, Global Summer, Summer, Autumn, Winter, Spring, Summer.

The Universe and Multiverse

The universe of Seventh consists of ten dimensions. In order starting with the lowest dimension the dimensions are called: Length, Width, Depth, Time, Mind, Magic, Soul, First Divine, Second Divine and Third Divine. These ten dimensions in turn create three spaces: First Space, Second Space and Third Space or alternatively Physical Space, Psychic Space and Soul Space. Each space serves different functions and can only be perceived with certain senses. In the First Space humans can sense with the senses Vision, Hearing, Taste, Smell, Touch and Balance. These senses does not work in the Second Space and the Third Space. In the Second and Third Space only the Clairvoyance sense is working.

It might be important to point out that due to the nature of the Mind* in Seventh, each dimension has two other dimensions attached to them. This means that if anyone is existing in only one dimension at any moment they will perceive the two other dimensions creating an extra dimensional space.

**A mind in Seventh can perceive and interpret and needs to make sense of the information coming in through their senses. Because of this the mind will perceive in three dimensions and so will each dimension be perceived as three if there are no sensory connection to other dimensions.*

This Universe has an opposite universe where each dimension and space is represented as an opposite. These opposite dimensions are part of a Parallel Universe called the Opposite Universe. It is not possible, according to the Universal Laws, for anyone or anything to travel between the Seventh Universe and the Opposite Universe. This is

because the Universal Laws are trying to uphold an eternal balance between those two universes.

These two universes creates the Multiverse. If there are other parallel universes are for the future to show.

Universal Laws

There are different Universal Laws depending on which level of the universe you are operating in. In the First Space only physical laws operate. In the Second Space only psychic laws operate. In the Third Space only divine laws operate.

First Space Laws

In here the physical laws enables everything here to exist. The physical laws terms physical as energy where the energy can be in different states and can be transformed into the different states of energy through natural forces. The First Space Laws cannot affect the higher spaces.

Second Space Laws

In here the psychic laws enables everything here to exist. However, it exists only psychically and not physically. The psychic laws terms psychic as idea where the idea can be in different states and can be transformed into the different states of idea through supra natural forces. The Second Space Laws cannot affect the higher space.

Third Space Laws

In here the divine laws enables everything to exist. This law is called Will and is the only thing that everything is made out of. Will is also the only thing needed to create. In other words, Will creates Will.

Human Faculties

About the Faculties

The human faculties can be devided into two groups, namely Faculties of the Mind and Faculties of the Body. A faculty is an inherent property which means that if you take away what the faculty is inherrent from the faculty cease to exist. For example, Strength is a faculty of the body so if you remove the body, theoretically speaking, the Strength can no longer be. Likewise, Intelligence is a faculty of the mind, not the brain, so if you take away the mind the intelligence disappear as well. This is what defines the diffrent faculties.

The faculty system is based on a scale that has its lowest point at a value of -10 (minus ten). If a faculty is that low it means that that property is devoid of any function. For example, a Strength value of -10 means that the muscles do not work.

Humans in the world of seventh has an average value of 0 (zero) in all the faculties. Therefore when a character first is created all faculties are set to 0 (zero). The average value of a whole species does not in any way mean that all humans have this value, rather the opposite.

A faculty value of 10 means that it is of exceptional quality, meaning that all values between 0 and 10 are increasingly more exceptional. However, the scale has theoretically no maximum value.

Faculties of the Body

In Seventh there are four faculties of the body, Strength, Agility, Endurance and Beauty. Each faculty can go as low as -10 but there is no maximum value limiting them.

Strength

A bodys strength allows it to lift, push, pull and so on. The stronger a body is the more weight can be handled and be put in motion.

A strength value of -10 means that your muscles are not working and you will not be able to move or tense your muscles in any way.

Agility

A bodys agility allows it to move the body coordinated and also move it more swiftly and felxible. An Agility value of -10 means that your ligaments are stiff and you are not able to move.

Endurance

A bodys endurance allows it to withstand external forces. A hot stone might seem burning for a body that is not especially endurable but it might seem just warm for a body that is more endurable. Your health points are directly connected to your endurance. An Endurance value of -10 means that your body is not able to resist anything and you will die.

Beauty

A bodys beauty decides how proportionate the different parts of the body are when compared. It also decides how harmonious the features are. A bodys beauty does not say that all eyes that see it have a preferred attraction to it or would consider it beautiful compared to their preference. But all eyes are able to see the beauty in it, ie see the proportions and harmonies.

The Beauty value will give observers different impressions depending on what your other physical faculties are. A high Strength and High Beauty will give a charismatic impression. A high Agility and high Beauty will give an elegant and graceful impression. A high Endurance and high Beauty will give a very safe and protective impression. If the other physical faculties are low but the Beauty is high then you will give a fragile impression much the same as when humans see babies. A Beauty that is negative will have a more intimidating impression on others rather than charming. A Beauty value of -10 will tend to have a terrifying impression on others.

Faculties of the Mind

In Seventh there are four faculties of the mind: Instinct, Intuition, Intelligence and Will. Instinct, Intuition and Intelligence are three different faculties that process information in different ways. For example, usually during a discussion the words are processed intelligently, the body language and the tone of the voice are preprocessed intuitively and sometimes instinctively.

Intuition and Instinct works directly and constantly while Intelligence requires additional time to process information.

It is not necessary that you can understand the same things instinctively, intuitively and intelligently, however, it is possible. So anyone who wish to be able to process information on all the different levels interchangably needs high values of all of those. Your Will is the motor behind these three informational faculties. Low Will leads to passiveness and lethargy while high Will leads to activeness and proactiveness.

Instinct

The instinct helps you understand if you need to flee from danger or engage in situations. It also helps you understand intentions of others. In combat your instinct can help you process dangers and possibilities rapidly so you can act and react fast. An Instinct value of -10 means that you are not able to act or react instinctively.

Intuition

The intuition helps you understand anything that comes through your senses. It is what will give you a gut feeling for things and it is what helps you understand how things work without having to think about it. There is no way to be concious of your intuition, your intuition can only surface indications to your conciousness as to what your intuition might have understood.

A high intuition can help you understand and make use of things you have not had any previous practice in. An Intuition value of -10 means that you are not able to understand things intuitively.

Intelligence

The intelligence helps you understand by thinking of them and apply rational and logical thinking. It helps you understand concepts and principles and enables you to explain to yourself and others how things work. Your Intelligence also helps you analyse all information that comes from your Instincts and your Intuitions so you can make more sense of it. When you practice anything to increase your skills you can analyse the things you learn to take your skills to new heights.

A high Intelligence will enable you to explore your mind in a highly conscious sense and to question and criticise anything that enters your mind. An Intelligence value of -10 will make you unable to process any information consciously, you can only react on your intuition and instinct and you will most likely only follow orders and not take any initiatives on your own.

Will

The Will is what drives you forward. It is what can make you do things you didn't think you were capable of and it will make you more determined when you have set your mind to anything. It is the driving energy of everything in you from thinking to doing.

A high Will value makes you determined and you find it easy to find meaning in the things you do and in yourself. It also enables you to force your body to perform more even when your endurance is not enough.

A Will value of -10 will make you apathetic and you most probably will not even have the will to commit suicide.

Human Senses

Your senses will give you information about the world around you. In Seventh all humans have seven different senses: Vision, Hearing, Taste, Smell, Touch, Clairvoyance and Balance

Vision

Your vision lets you detect more information visually and you can see sharper in farther distance. A Vision value of -10 means that you are blind.

Hearing

Your Hearing lets you detect more information auditorily. A Hearing value of -10 means that you are deaf.

Taste

Your Taste lets you detect more information through your taste buds. A Taste value of -10 makes you ageustic.

Smell

Your Smell lets you detect more information through your smell sense. A Smell value of -10 means that you are anosmiatic.

Touch

Your touch lets you detect more information through physical feeling and temperature. A Touch value of -10 make you unable to feel anything in or on your body and you do not sense pain.

Clairvoyance

Your Clairvoyance lets you detect more information in other dimensions. A Clairvoyance value of -10 means that you cannot sense anything else than from the first four dimensions (length, width, depth and time). I will also make it impossible for you to travel through and to other dimensions and learn Magic.

Balance

Your balance lets you detect more information through being in the physical world. It helps your body to stand up and walk straight and compensate for irregular weight. A Balance value of -10 means that you are not able to get any information of how your body should act and you will most likely fall when trying to stand up.

Skills

There is no end to how many areas humans can develop skills. Therefore in seventh it is simplified in that a character can advance in 5 over arching skills. These skills are Combat, Exploration, Socialisation, Concentration and Creation. Each of these skills have an endless amount of sub skills and it is up to the player to decide how detailed he or she wants to develop the different skills.

So, if you want to increase you Aiming skill you will want to increase you Combat Skill. If you want to increase your Sweet Talking skills you probably want to increase you Socialisation Skill. Use common sense to which skill group each sub skill belongs to.

Checks

When playing you will be asked to do different Checks. These are rolls made with one ten sided die, 1d10. These checks can be for any of your faculties, senses or skills. If you need to crawl through a narrow hole in a cave wall you might need make an Agility Check to see if you can squeeze through. If you want to lift a heavy stone that is in your way you might need to make a Strength Check.

Typically when you enter a new area you need to make a Sensory Check. This will determine what information you will notice as you first enter the area. A high Vision Sense might give you information about a thief trying to pick pocket someone, a high Touch Sense might give you information about minute vibrations in the ground, a high

Smell Sense might give you information about a peculiar odour that needs your attention and so on. If you later want to search through the area more thoroughly you might need to make an Exploration Check to see if you can find anything else or anything hidden.

Combat

In Seventh combat is played like scenes where each combatant acts on his or her turn. Any player can do anything they wish to and use any objects available. There are no rules for what you can and cannot do. It is instead up to the Game Master to decide the difficulty of the particular Dice Roll or Check that needs to be done or to decide if there is time enough for you to do what you wish. Each combatant can act once per turn, unless anything else states otherwise.

There are different Dice Rolls you have to make while in combat. They are divided into Offensive and Defensive Rolls.

Offensive Rolls

Attack Roll

Whenever you choose to attack anything it needs to be determined if you actually hit it or not. You determine this by rolling two six sided dice and then adding your Combat Skill and any other modifiers you might have. If you are using a weapon you will get better at using just that weapon the more you use it. So, it might not be beneficial for the Attack Roll to use weapons you have not used before. It does not matter if the newer weapon is of the same type or not. Your Attack Roll is determined and calculated by the following formula.

Attack Roll = 2d6 + Combat Skill + Modifiers

The result of the Attack Roll is then compared to the targets Defensive Roll. If your Attack Roll is equal to or higher than the targets Defensive Roll, you will hit the target and you have to make a Damage Roll.

Damage Roll

If your Attack Roll is successful then you need to see how much damage you deal. When you are in close combat you can add your Strength value to your damage. If you are wielding a weapon, such as a sword or a club, you can sometimes add more than your Strength value. This is stated in the description of your weapon. Furthermore, if you are swinging your weapon with both your arms you can add double your Strength value to the Damage Roll. Your damage is calculated by the following formula:

Damage Roll = Base Damage + Weapon Damage + Strength + Modifiers

The result of your Damage Roll is then decreasing the targets Health Points.

Spell Roll

If you choose to cast a spell on your target or targets you will have to make a Spell Roll. The result of your Spell Roll will determine how difficult it will be for the target to avoid or resist your spell. Your Spell Roll is calculated by the following formula

Spell Roll = 2d6 + Intelligence + Modifiers

The result of the Spell Roll is then compared to the targets Magic Defensive Roll. If your Spell Roll is equal to or higher than the targets Magic Defensive Roll you will hit the target and you can roll the damage which is indicated in the spell description of your spell.

Defensive Rolls

Defence Roll

If someone is attacking your body, like for example a sword or arrow coming at you or a fireball being launched in your way, you need to make a Defensive Roll. Your Defensive Roll is calculated by the following formula:

Defense Roll = 2d6 + Agility + Modifiers

If the result of your Defense Roll is higher than the incoming Attack Roll you will avoid being hit.

Magic Defense Roll

If someone is casting a spell on you which attacks your mind and not your body, you need to make a Magic Defense Roll to see if you can avoid or resist the effects of the spell. Your Magic Defense Roll is calculated by the following formula:

Magic Defense Roll = 2d6 + Will + Modifiers

If the result of your Magic Defense Roll is higher than the incoming Spell Roll you will avoid being affected by the spell.

