Seventh Scion

*A role-playing game by R. G. Blaine*

**What is a role-playing game?**

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**What’s up with the funky dice?**

???

**Ranks and the primary dice mechanic…**

*Table X: Rank Dice and Multipliers*

|  |  |  |
| --- | --- | --- |
| Rank | Dice | Multiplier |
| 0 | – | x 1 |
| 1 | d4 | x 1.5 |
| 2 | d6 | x 2 |
| 3 | d8 | x 3 |
| 4 | d10 | x 4 |
| 5 | d12 | x 6 |
| 6 | 2d6 | x 8 |
| 7 | d8 + d6 | x 12 |
| 8 | 2d8 | x 16 |
| 9 | d10 + d8 | x 24 |
| 10 | 2d10 | x 32 |
| 11 | d12 + d10 | x 48 |
| 12 | 2d12 | x 64 |
| 13 | d12 + 2d6 | x 96 |
| 14 | d12 + d8 + d6 | x 128 |
| 15 | d12 + 2d8 | x 192 |
| 16 | d12 + d10 + d8 | x 256 |
| 17 | d12 + 2d10 | x 384 |
| 18 | 2d12 + d10 | x 512 |
| 19 | 3d12 | x 768 |
| 20 | d12 + 2d6 | x 1024 |

*Table X: Rank Values for Mass, Time, Distance, Area, and Volume*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Rank | Mass | Time | Distance | Area | Volume |
| 0 | 50 lb | 6 sec | 6 ft | 3 sq ft | 1 cu ft |
| 1 | 75 lb | 9 sec | 9 ft | 4.5 sq ft | 1.5 cu ft |
| 2 | 100 lb | 12 sec | 12 ft | 6 sq ft | 2 cu ft |
| 3 | 150 lb | 18 sec | 18 ft | 9 sq ft | 3 cu ft |
| 4 | 200 lb | 24 sec | 24 ft | 12 sq ft | 4 cu ft |
| 5 | 300 lb | 36 sec | 36 ft | 18 sq ft | 6 cu ft |
| 6 | 400 lb | 48 sec | 48 ft | 24 sq ft | 8 cu ft |
| 7 | 600 lb | 1.2 min | 72 ft | 36 sq ft | 12 cu ft |
| 8 | 800 lb | 1.6 min | 96 ft | 48 sq ft | 16 cu ft |
| 9 | 1200 lb | 2.4 min | 144 ft | 72 sq ft | 24 cu ft |
| 10 | 1600 lb | 3.2 min | 192 ft | 96 sq ft | 32 cu ft |
| 11 | 1.2 tons | 4.8 min | 288 ft | 144 sq ft | 48 cu ft |
| 12 | 1.6 tons | 6.4 min | 384 ft | 192 sq ft | 64 cu ft |
| 13 | 2.4 tons | 9.6 min | 576 ft | 288 sq ft | 96 cu ft |
| 14 | 3.2 tons | 12.8 min | 768 ft | 384 sq ft | 128 cu ft |
| 15 | 4.8 tons | 19.2 min | 1152 ft | 576 sq ft | 192 cu ft |
| 16 | 6.4 tons | 25.6 min | 1536 ft | 768 sq ft | 256 cu ft |
| 17 | 9.6 tons | 38.4 min | 2304 ft | 1152 sq ft | 384 cu ft |
| 18 | 12.8 tons | 51.2 min | 3072 ft | 1536 sq ft | 512 cu ft |
| 19 | 19.2 tons | 1.3 hr | 4608 ft | 2304 sq ft | 768 cu ft |
| 20 | 25.6 tons | 1.7 hr | 1.2 miles | 3072 sq ft | 1024 cu ft |

*Table X: Success Levels*

|  |  |
| --- | --- |
| Roll vs Target Number | Result |
| -11 or worse | Failure + Complication |
| -6 to -10 | Simple Failure |
| -1 to -5 | Failure – *or* – Success + Complication |
| +0 to +4 | Simple Success |
| +5 to +9 | Good Success (Critical 1) |
| +10 to =14 | Excellent Success (Critical 2) |
| +15 or better | Incredible Success (Critical 3) |

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**Character creation**

Primary Stats:

Characters have 9 primary stats. These represent everything that ordinary people can do. Characters can use primary stats at rank 0 (which is considered the training/conditioning level of an average human).

Physical Stats

* Agility – ?
* Brawn – ?
* Toughness – ?

Mental Stats

* Perception – ?
* Intellect – ?
* Focus – ?

Social Stats

* Guile – ?
* Charm – ?
* Presence – ?

Characters also poss

Special Stats

* Aether – ?
* Energy – ?
* Entropy – ?
* Flux – ?
* Matter – ?
* Space – ?
* Thought – ?
* Time – ?

All stats start at rank 0 and players have 40 points to spend on their initial values. A stat rank of 0 is considered the ability level of an average, untrained human. Physical, Mental, and Social stats may be used at rank 0, but the Special Stats must be assigned at least 1 rank in order to be used.

*Table X: Purchasing Initial Stats*

|  |  |  |
| --- | --- | --- |
| Initial Stat Value | Point Cost | Dice |
| 0 | 0 | – |
| 1 | 1 | d4 |
| 2 | 3 | d6 |
| 3 | 6 | d8 |
| 4 | 10 | d10 |
| 5 | 15 | d12 |

Improving Stats:

As characters gain experience (xp), they may spend it to increase their stats and to buy feats. Increasing a stat costs xp equal to the stat’s new rank. You cannot skip ranks when increasing stats; they must be increased one rank at a time. For example, if you wanted to increase a stat from rank 4 to rank 6, you would first have to increase it to rank 5 (costing 5 xp) and *then* increase it to rank 6 (costing another 6 xp, for a total of 11 xp.) No stat’s base value may be increase more than 3 points beyond its initial value, although temporary modifiers can increase stats to higher ranks.

*For example, Wulf starts out with the following stats: Agility 4 (10 points), Brawn 3 (6 points), Toughness 3 (6 points), Perception 3 (6 points), Focus 3 (6 points), Guile 3 (6 points, for a total of 40 points). All of his other stats begin at rank 0. Wulf’s maximum base stat values are: Agility 7, Brawn 6, Toughness 6, Perception 6, Focus 6, Guile 6, for. All of his other stats may be improved up to a maximum of rank 3. Equipment and other temporary effects may increase his stats beyond these values, but Wulf cannot spend xp to increase his base stats beyond these ranks.*

Figured Stats:

Figured stats are calculated from the values of your character’s primary stats.