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SETEALÉM

The Seventh Beyond



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Foreword

Setealém is a Brazilian version of the “twilight zone”. Chronicled by Luciano Milici, initially on an Orkut community (a social network that has since gone defunct), and later on his blog, the stories grew into urban legend status. There are tales in every part of the country and they are as varied as any myth, tied only by the eerie atmosphere and the name Setealém. This urban legend is the main inspiration for this game, as well as where it gets its name.

Besides drawing inspiration from myths and legends of Brazilian folklore, *The Seventh Beyond* also contains strong elements of classic britannian legends, *Onyx Path’s Changeling: the Lost* and the open source game *Cataclysm: Dark Days Ahead*, among others.

Setealém: The Seventh Beyond was created for the 2019’s Folklore Jam on itch.io by the amateur game house Naive Star under [Creative Commons BY-NC 4.0](#).

Safety Tools

As this game explores themes of horror and dark fantasy, it is important to make sure everyone is comfortable with the direction the story is going or may eventually go. Talk amongst yourselves to decide which thematics are off limits, which should be approached with caution and may require warnings preceding the sensible scenes.

Respect each other’s boundaries and, if needed, pause the game to assess everyone’s well being. Feel free to use whatever safety tools you are comfortable with. We suggest X-cards (<http://tinyurl.com/x-card-rpg>) by John Stavropoulos.

A Vacation Gone Wrong

You wake up in an unfamiliar spot, the daze of sleep takes a second to fade away as you remember you've been hanging out in your friend's cabin in the woods for the weekend. Leaving your room, you feel a chill up your spine, like someone's watching you.

You look around, but there's no one to be seen, there's not a single murmur in the house, you must've been the first to wake up. You walk down the stairs and flick the light switch. It flickers on for a second, before fading out once more. You try the switch a few more times before ditching it, must be a short circuit or something, it's an old wooden cabin after all. You pick up your phone and sit down on the sofa in the lounge, kicking up your legs as you press the unlock button, and your familiar wallpaper lights up, but there's something wrong with it. The screen is partially covered by static. You curse at yourself, the humidity must've done something to it. There's also no reception, but you're used to that, being in the middle of the woods and all, so you move around, holding your phone up, trying to get at least a bar of signal.

Nothing.

You sigh in resignation and decide to make yourself something to eat. The silence is starting to get to you, as you realise even the birds outside are silent. You take a deep breath and open the fridge, the light doesn't turn on, the food is spoiled. Your brain starts to switch gears as you finally acknowledge there's definitely something very wrong. You look out the window. On the sky, the sun is shining, but only a dim greyish light is bathing the trees outside. You run upstairs, surely you need to show this to someone, surely you're not going insane, you're sure the food on the fridge was good yesterday.

You open the first door, to your friend's room, the cabin's owner. He's gone. Your heart starts beating hard in your chest as adrenaline pumps into your veins, you try not to panic and run to the next room, opening the door in a hurry, you look up on the bed, expecting the worst, and finally calm yourself down a bit, as there's your other friend, sleeping soundly. You walk up to her and shake her up and she responds as usual, groaning. She scratches her eyes and looks up to you in confusion.

You have no idea how to explain, and beg her to come down with you. She follows you begrudgingly. The house is empty other than the two of you. It takes her a while to take in the situation but she finally agrees with you, there's something weird going on, and one of your group is missing, their car still parked outside. You're kilometers away from civilization, there's no way he could've went too far on foot. The car doesn't work, as you expected. You wait a day, but your friend never comes back, your stomachs empty, there's no food in the house. Both of you step outside in this perpetually dim lit forest. All you have on your backs is a change of clothes and a couple of batteries for your lantern.

Setealém has found you. Will you be able to escape it?

Introduction

Welcome to *Setealém: The Seventh Beyond*, a world of twilight and mystery. In this darker, emptier version of our world, cities are mostly overtaken by vegetation and shades dart by along the corners of your vision, keeping your nerves on edge, and you can never shake away the feeling that someone out there is watching you. There are little to no human beings in here other than you, and those that exist are far from being considered sane.

You're out of your element and have little to no tools to survive in this place. The forest itself is not directly hostile towards the player characters, even serving as the main source of sustenance towards the player's party, but it's unsettling eeriness slowly erode their senses.

Spirits make their home in this timeless forest and are often seen walking, flying or swimming around. Their looks are alien to the characters, their bodies a variety of different shapes and their skins a multitude of bright colors. They act normally towards the characters though, as if them walking across their settlements were natural. Going as far trading food and resources for "favours".

Of course, not all of them are wholly benevolent. A large gator spirit lives in a cave deepin the forest, preying on the people that *Setealém* snatches from our world; a sudden gust of wind causes mischief on the party's belongings when they're not watching; and a fire haired girl outright kills those who harm the forest. These creatures, legends from all across our world, live in Setealém.

How will the characters use their human world's abilities to survive in this place? Will they learn the secrets of the spirits and become part of the forest themselves? Will they succumb to *Setealém's* dangers and slowly go insane? All of this remains to be seen.

Physically the world of Setealém is identical to ours, landmarks are clearly found and the cities are where you'd expect them to be. However, the forest has crept up on them, small houses are covered with overgrown trees, vines grow up along buildings, making them look dangerously unstable and former concrete roads are almost completely covered by dirt, grass and moss. The spirits of the forest have less influence in these areas, but that doesn't make it safer to the character's psyche, as the shades are more frequent here, and a constant ring in your ears keep making them think that their home is just around the corner. The cities are also where most the humans that arrived here before you are concentrated, preferring the familiarity of the concrete jungle rather than living among the trees of the forest.

Another phenomenon also occurs in cities: The sleepwalkers -- humans that phase in and out of the beyond without noticing -- can be seen roaming the cities, going about their business. The nature of these apparitions is unknown, some of the human residents will tell you they're spirits of those who died here in the beyond, others believe they're special people who have the power to live between worlds, and some say they are next.

The Denizens of Setealém

Except for the lost souls in the cities, Setealém is populated only by the spirits of the forest. There are no animals in this world. These spirits can be divided into three distinct *courts* or *affinities*. These affinities determine how the tribes respond to the presence of the characters: how helpful, mischievous or outright aggressive they are, how they respond to being slighted and what rewards they might offer to the services the characters do for them.

❖ The Sun Court

- The peace-loving spirits of the Sun Court are generally helpful towards the humans snatched by the beyond, some of their tribes might pull a few pranks on the humans until they follow some ancient custom the fairies made a point of not telling them they had to follow, but they won't generally cause any direct harm, at least not in the way they conceive of "harm". The spirit world is so very different from ours that hiding the food of a group of starving survivors, for instance, might not register as causing harm to them;
- The Sun Court might reward the characters that help them with knowledge of the forest, or even teaching the secrets of the beyond to those who they consider worthy;
- Don't mistake peace-loving with harmless however, as the tribes of the Sun Court aren't too shy to smite any who enter their part forest with less than good intentions towards them with their magical prowess.

❖ The Moon Court

- The mischievous tribes of the Moon Court are more secretive than their counterparts on the Sun Court, they usually keep themselves hidden away from the humans, and their first instinct is usually aggression. They are, however, still bound by the laws of the forest, and will parley with characters who follow the customs and, even if such customs are not observed, will still approach them when in need;
- The Moon Court doesn't usually share the secrets of the forest with outsiders and usually reward services provided with resources and, when in their good graces, even with items that contain the power of the Beyond;
- It is also not uncommon to meet honourable groups of spirits affiliated with the Moon Court, interpreting the shadows more as a metaphorical shield rather than a means of hiding oneself.

❖ The Twilit Hermits

- The Twilit Hermits are solitary beings, often avoided or feared by lesser spirits. They are usually beings of immense power, brought to life by the legends of the human world. They usually claim a domain in the forest, and shape it according to their whims. The size of this domain can vary from a simple pond to the equivalent of an entire country and they may or may not give permission for the lesser tribes, and even other hermits, to live inside these;
- The stance of the hermits toward humans vary from individual to individual and most are as likely to help the characters as they are to throw them into a literal cauldron to serve as their next meal;
- Hermits present in a story should preferably be familiar to the players; you're encouraged to make them a version of folklorical creatures from your local legends, perhaps tailored a bit to fit the ambience of Setealém and your adventure; their personalities and objectives tailored to fit whatever the creature you based it on would want: a Japanese Yuki-Onna might lure the characters into a frozen tundra, her domain kept in eternal snow by her icy influence. The Brazilian Caipora might hunt humans if they cut the trees or otherwise harm the forest, and might task herself with maintaining order inside the forest between the spirit tribes and, finally, spirits such as the Russian Baba-Yaga might act whimsically, serving both as a helper or a villain, according to the circumstances.

Environments of Setealém

As previously mentioned, Setealém is mostly a timeless, neverending forest where the sun never really sets. It is populated by strange creatures that call themselves the spirits of the Forest, the deeper you go, the more common they are. In any part of the world of Setealém there are five clear regional divisions: **The Cities** where the lost souls live, permanently lit by a pale, dawning sun; **The Forest**, the main source of nourishment for the survivors, where only a few spirits can be seen, not daring to go too close to the cities; hot, humid and seemingly in a permanent midday; **The Deep Forest** where most of the spirit tribes live, and where a few of the Hermits make their domains, lit by an everlasting sunset; and finally **The Twilit Forest** home of the most powerful Twilit Hermits. Except for the sky, which is usually a dark sky lit by myriads of bright stars, the features of each part of The Twilit Forest are defined by the Hermit that makes its Domain there, ranging from giant verdant lakes to permanently frozen mountains.

Character Creation

The players of Setealém play as a human, snatched from their own world and into a bizarre mockery of the world they knew. It is remarkably similar to their own, and at the same time unlike anything they have ever seen. Applying the human world's knowledge to this one isn't always instinctive, and things don't quite work as they do back home: Screws may screw the wrong way, day and night mix with each other, messing with the character's perceptions, and a thrown rock arcs in weird angles before falling.

The dice help with such cases where the character's abilities (and luck) are tested such as having a limited time to attempt something or being contested by other person or spirit. Trivial tasks should not necessitate a dice roll. A character rolls a number of d6's equal to their rank in the skill that's being tested, a roll of 5 (five) or 6 (six) is considered a success, a character must obtain at least one success in order to achieve a favorable outcome.

*Example: Alexandra is trying to collect resources for her party by gathering fruits from the trees, she needs to roll her **Survival** (Wits + ½ Knowledge) skill to determine how well she manages to find and collect the fruits.*

Alexandra has rank 4 in wits and rank 2 in knowledge, so she rolls 5 dice and gets 6, 6, 5, 2, 1. Three Successes! The Narrator determines she found a tree in full bloom, loaded with beautiful multicolored fruit, and managed to collect enough to last two days.

This section describes the mechanics of creating a character for *Setealém: The Seventh Beyond*. It explains each of the traits found on the game's character sheet. As a quick note: **Any time the book mentions half of something, it is always rounded up.**

Stats

The player characters are regular human beings just like you and me, having to apply their human concepts to this world may not be intuitive, but due to the similarities, they'll work more often than not. Mechanically speaking, the characters' abilities are defined by six attributes that can normally be raised up to rank 6 (six), each stat begins with a rank of 1 (one) and a character receives 7 (seven) points to distribute among them. To raise a stat to rank 6 (six) during character creation you must spend 2 (two) of the allotted points. All 6 Stats, and their descriptions, are listed below.

Don't worry if your character has any stats at rank one, initial stats are meant to be low, the player characters in *Setealém* are regular humans just like us. A rank of 1 or 2 says a character is generally average in that area; a rank of 3 suggests the character is particularly good at what the stat represents; ranks 4 and 5 suggest a very high innate affinity or practiced prowess towards an aspect of the character, and finally, a rank 6 is the peak of the human performance. To improve beyond rank 6, the character must make use of supernatural means to exceed their human limitations.

It is worth noting that if a character has any of their stats reduced to zero by magical means or otherwise they're considered comatose. A character who's comatose for fourteen consecutive days is considered dead.

❖ **Constitution**

- Represents how physically strong or resilient the character is. This stat applies to abilities such as Athletics and Brawl, to determine how hard the character hits or other feats of physical prowess such as running or climbing. This stat also determines the character's vitality, resistance to diseases and how long they can last without food.

❖ **Precision**

- Represents how dextrous the character is with their body, and their eye-to-hand coordination. This stat applies to abilities such as Tailoring and Marksmanship, to determine how well the character can use their hands, a weapon or a tool.

❖ **Agility**

- Represents how fast the character can act and execute physical feats that don't necessarily involve strength. This stat applies to skills such as Acrobatics and Dodge.

❖ **Wits**

- Represents the character's ability to think fast and apply logic to situations. This stat applies to skills such as Socializing and Survival, to determine how well the character can use their words to convince others, resolve problems when under duress and how best to apply their worldly knowledge.

❖ **Knowledge**

- Represents the character's accumulated knowledge, that is, a general measure of how much it has learned of the world and, eventually, of *Setealém*. This stat applies to skills such as Academics and Crafting.

❖ **Resolve**

- Represents the character's strength of mind to remain calm when in tense situations and keep their sanity in this hostile environment, but also to resist being influenced by magical means or otherwise. This stat also determines the character's willpower stat.

There is also a seventh "hidden" attribute, that a character can eventually raise when it starts to become one with the forest, learning from the spirits and energies of The Beyond, it's called **Folk Lore** and represents the character's knowledge of the spirit courts and its ability to utilize the powers of The Beyond in its favor. Skills that use Folk Lore are also taught by the denizens of the Beyond. Most importantly, the **Folk Lore** stat limits how many supernatural *Feats* your character can learn.

Skills

After distributing Stats, players must calculate their character skills. All skills have a *main* stat and a *sub* stat. The total value of the skill is equal to the rank of the main stat plus half the rank of the sub stat (rounded up).

Example: Ana's player has given her the following stats: Constitution 1, Agility 2, Precision 3, Wits 3, Knowledge 2, Resolve 2. They now need to calculate their skill values. First is Academics, which is a pure knowledge skill (Knowledge + ½ Knowledge), Ana's Knowledge stat is 2, so her Academics is 3; Next is Acrobatics (Agility + ½ Precision), Ana's Agility is 2 and her Precision is 3, so her Acrobatics is 4, and so forth.

❖ **Academics** (Knowledge + ½ Knowledge)

- Represents how much your character remembers from his formal learning of mundane subjects, from Math to Art History. A few specialties are suggested below:
- Specialties: Law, Religion, Art, History, Physics, Chemistry

❖ **Acrobatics** (Agility + ½ Precision)

- Represents how well your character can move their body quickly and dexterously. A few specialties are suggested below:
- Specialties: Parkour, Capoeira, Gymnastics

❖ **Athletics** (Constitution + ½ Agility)

- Represents how well your character can endure and accomplish physical tasks, such as running, jumping, etc. A few specialties are suggested below:
 - Specialties: Swimming, Climbing, Running
- ❖ **Crafting** (Precision + ½ Knowledge)
 - Represents how good your character is at creating or fixing things with their hands or with the help of the appropriate tools.
 - Specialties: Tailoring, Mechanics, Fabrication, Cooking
- ❖ **Dodge** (Agility + ½ Wits)
 - Represents your character's abilities to read the environment and react to threats. A few specialties are suggested below:
 - Specialties: Brawl, Parry, Fast Reflexes
- ❖ **Insight** (Wits + ½ Wits)
 - Represents how well your character can read others' moods and intentions. A few specialties are suggested below:
 - Specialties: Sense Motives, Detect Lies, Sense Emotions
- ❖ **Investigation** (Wits + ½ Knowledge)
 - Represents your character's ability to search for information and make deductions based on their findings. A few specialties are suggested below:
 - Specialties: Puzzle Solving, Tracking, Memorization
- ❖ **Marksmanship** (Precision + ½ Wits)
 - Represents how well your character is trained to deal with ranged weapons and guns. A few specialties are suggested below:
 - Specialties: Firearms, Bows, Throwing Weapons
- ❖ **Medicine** (Knowledge + ½ Wits)
 - Represents your character's ability to treat wounds, recognize symptoms and medicate accordingly. A few specialties are suggested below:
 - Specialties: First Aid, Pharmaceuticals, Physical Therapy, Diagnostics
- ❖ **Melee** (Constitution + ½ Precision)

- Represents how well your character is trained to fight with melee weapons, including their own fists. A few specialties are suggested below:
 - Specialties: Brawl, Piercing Weapons, Bashing Weapons, Cutting Weapons, Capoeira
- ❖ **Perception** (Wits + ½ Resolve)
- Represents your character's capacity to notice and put to use the information they perceive around them. A few specialties are suggested below:
 - Specialties: Detect Patterns, Good Hearing, Sense Danger
- ❖ **Socializing** (Wits + ½ Resolve)
- Represents your character's ability to navigate social situations. A few specialties are suggested below:
 - Specialties: Intimidation, Empathy, Bartering,
- ❖ **Stealth** (Precision + ½ Agility)
- Represents your character ability to remain out of sight or divert attention away from their actions. A few specialties are suggested below:
 - Specialties: Sleight of Hand, Sneaking, Camouflage
- ❖ **Survival** (Wits + ½ Knowledge)
- Represents your character's abilities to survive when in intense situations and deprived of modern facilities. A few specialties are suggested below:
 - Specialties: Foraging, Navigating, Find Shelter

Specialties

Any character can roll to test their abilities in any given skill as long as the Narrator thinks it is a realistic attempt given the character's knowledge and background. To represent in depth knowledge of a skill, the game uses Specialties. It is assumed that a character has a thorough understanding of the uses of a skill when it comes to their specialty so not only can they roll to attempt things other characters can't, but they also get a bonus dice to their roll.

A player gets to choose three specialties at character creation. To make a more interesting character, think about its backstory in the human world, and choose specialties accordingly. For a few examples: a law enforcement person might have specialties in Marksmanship (Firearms), Academics (Law) and Insight (Sense Motive); a

Paramedic might have specialties in Medicine (First Aid), Medicine (Diagnostics) and Survival (Navigating).

Feats

Feats are exceptional abilities acquired by the character's before or during their time Setealém. Using these Feats, they are able to accomplish tasks that would otherwise be impossible. Characters gain 1 Feat for attaining at ranks 3 and 6 on each skill. The exception being Folk Lore, a character may have one Feat for every rank earned in Folk Lore, but it must first be learned from the denizens of the Forest.

Supernatural Feats exist, but must be learned from denizens of Setealém. This knowledge can be willingly given, traded or acquired in not-so-friendly ways. A Character can have as many Supernatural Feats as they have ranks in **Folk Lore**. This is also the only way they can raise their mundane Stats above rank 6. Folk Lore is the only stat that can go up to rank 7 without any Feats required.

Obtaining a feat to raise a stat to rank 7 does not automatically raise it to 7, a character must still spend experience to raise the rank from 6 to 7, however, a character that, after obtaining the Supernatural Feat, attains rank 7 in a stat, also gets access to a new feat in that stat.

Surviving in Setealém

Characters drawn in by Setealém still need to maintain proper health, both mental and physical, and that's not an easy task when you're not sure what's going to come out of the next corner you turn. To illustrate this, the game has four stats that represent the characters' state of mind and body:

◆ Vitality

- The character's body condition and general physical health. All characters have seven levels of health who fills their seven health boxes with Lethal damage is dead. A character's maximum Vitality is equal to their **Constitution + 7**. More about Vitality and losing it in the *Combat Resolution* Section

◆ Willpower

- The character's mental fortitude. A player may spend a point of willpower to get +2 bonus die in any roll their character makes. Aside from that, traumatic events and some supernatural effects may damage the character's mind, this damage is counted against the character's willpower. When a character has no more points of Willpower and are required to lose one more, they have to roll their **Resolve** to maintain

their Sanity, if no successes are obtained, the player erases one point of Sanity from their character's sheet. After a restful sleep a character may roll their Resolve to regain one point of spent willpower if any successes are obtained. A character's maximum Willpower is equal to their **Resolve + 7**.

◆ **Sanity**

- It's hard staying sane when the world you're in doesn't follow the same laws as the one from where you came, including the laws of physics. Sanity represents literally how sane your character is, all characters start with all seven points of Sanity filled in their character sheet. A character who erases their last point of Sanity goes completely insane and isn't playable any longer, joining the masses of lost souls in Setealém's cities. The Narrator now controls the character, it's player may make a new character to be introduced in the story later.

◆ **Supplies**

- A character must eat at least once every 12 hours. The supplies stat represents how much food the character is carrying. Normally characters start the first session of play with only one point of supplies, unless the Narrator decides otherwise. A character's **maximum** supply represents how much weight they can carry and is equal to their **Constitution x 2**. A character may share their points of supplies with others, you can also use them to trade with spirits and the lost humans of Setealém. A character starts suffering from **starvation** after going without eating for a number of 12 hour periods equal to half their **Constitution**.
- Starvation: A starving character takes one point of willpower damage every 12 hours. Once all their willpower spaces are filled with damage they taking vitality damage until they are dead or find some food. Damage taken this way can't be healed by any means. Aside from that, characters must also sleep more than normal, and they suffer a -2 dice penalty in all of their rolls. A character that is **Starving** for more than two 12 hour periods must eat **two** points worth of supplies in order to regain their normal vitality and willpower.

The Game World

In order to help the game flow smoothly, we need to explain a few rules and terms to help you guide your players through Setealém.

Time

- ❖ **Turn:** The smallest possible timeframe in the game, comprised of three seconds. Will be relevant when characters need to make decisions under pressure.
- ❖ **Scene:** A moment in the story, usually set on a singular location, and can vary in length. Think of it as a movie or theater scene.
- ❖ **Story:** A collection of scenes necessary to reach a point of conclusion for the characters. May take several sessions or be done in just one.
- ❖ **Chronicle:** The collection of stories played with the same characters.
- ❖ **Downtime:** Time passed between stories or scenes. The Narrator may allow characters to perform certain tasks during this time, and can award them experience for this time, depending on the situation.

Actions

When your character tries to accomplish something in the game, he's taking an action. The kind of action is determined by their circumstances, how long it takes to finish and what they are up against.

- ❖ **Instant Actions:** Actions completed in a single turn. Usually require a single dice roll.
- ❖ **Extended Actions:** Actions that take longer to complete, from a minute to a couple of days or months. Usually require a dice roll per time increment, to be set by the Narrator.
- ❖ **Reflexive Actions:** Actions that your character takes instinctively, such as dodging a punch. Can require a single dice roll or rolls per time increment, but do not require the player states their character's intentions to act. Depending on the group, these rolls can be made by the Narrator, in order to keep the outcome secret to the players.
- ❖ **Contested Actions:** When a character is competing or has their actions obstructed by another character they are being contested. Both characters make their rolls and the one with the most successes is victorious.

Combat Resolution

Sometimes conflicts might escalate to characters fighting. Be it amongst the party, coming to blows with the lost humans in the cities or against the spirits of the forest. Despite this not being the focus of the game, this section gives a few guidelines as to how combat works in *Setealém: The Seventh Beyond*.

Initiative

In a situation that requires a character act before another, which is generally combat, the Narrator can call for an *initiative roll*. All characters involved roll 2d6 and add the result to your Initiative modifier (Wits + Resolve).

Movement

It's important to account for how fast and how far a character can move, especially during combat. Your character's movement per turn is equal to your Athletics skill x 3 in meters. If the terrain is considered difficult, such as in the deep forest, where the ground is laden with tree roots, your movement is halved.

Acting in Combat

On any single turn, characters can Act once and Move. Instant Actions are completed in one turn, Extended Actions take longer and, if interrupted, the character generally has to start over.

There are a few actions that characters can take during combat. A terrified character facing a powerful foe may choose to Dash to safety or someone may not know how to fight back and prefer to Full Dodge while their friends find a solution.

Here's a quick explanation of those types of actions:

- ❖ **Dash:** The character doubles their movement, but cannot take any other action.
- ❖ **Attack:** An attacking character rolls their attacking skill (Melee or Marksmanship) plus their weapon's bonus and their target rolls Dodge. The attacker's leftover successes count as damage to the target's Vitality. The type of damage is determined by the weapon.
- ❖ **Full Dodge:** The character doubles their Dodge when rolling to avoid attacks. They cannot take any other action.

Taking damage

A gunshot wound, a blade's cut on your arm, the blow from a friend's fist, all of these hurt and all of them count as damage. There are two kinds of physical damage:

concussive and lethal. Mark concussive damage on your character sheet with (/) and lethal damage with (x).

A character that has their Vitality filled with concussive damage must roll their **Resolve** at the start of every turn to avoid passing out. They will not die however, unless they keep getting hit. A character that fills their last vitality box with Lethal Damage, on the other hand, is dead. A character who suffered Lethal Damage must be treated immediately after combat to prevent them from bleeding out.

Concussive damage heals at a rate of 15 minutes per point, while each box of lethal damage takes 2 days to completely heal and may require treatment in order to prevent it from worsening over time. A character that's bleeding will take one point of lethal damage every 7 minutes.

Supernatural beings and objects may have powers that damage a character's Willpower. Unlike physical damage, this won't kill your character, but may drive them to insanity. For more details, check the section on Willpower.

Equipment

Since the world of Setealém looks just like ours, one might assume that objects that exist in our world also exist there. That person would be wrong, though. There is no cabled electricity in Setealém, so any appliances that need plugging to the wall won't work without serious ingenuity. Batteries may last a while, but unless someone on your party knows how to craft more, they will run out. Weapons in general are available, you need only to find them in the cities, or craft some yourself from the resources of the forest. Guns, on the other hand, need bullets and these don't come by as easily. There are no convenient places to buy these supplies and so they must be scavenged from the ruins of the cities.

Weapons

Type	Damage	Range
Blades (Short)	1 (L)	Melee
Blades (Long)	2 (L)	Melee
Bludgeoning (Light)	1 (C)	Melee
Bludgeoning (Heavy)	2 (C)	Melee
Polearms* (Bladed)	2 (L)	Melee
Polearms* (Bludgeoning)	2 (C)	Melee
Ranged	2 (L)	20 / 45 / 100

Range: short / medium / long range in meters. Gets a penalty of -1 for medium range and -2 for long range

Damage: C - Concussive / L - Lethal

* +1 Dodge

Firearms

Type	Damage	Range
Semi Automatic	3 (L)	20 / 45 / 100
Automatic	3 (L)	20 / 45 / 100
Shotguns	4 (L)	10 / 25 / 50
Thrown Explosives	5 (L)	Athletics x2 / Athletics x 4*

Range: short / medium / long range in meters. Gets a penalty of -1 for medium range and -2 for long range

Damage: C - Concussive / L - Lethal

*Explosives only have short and long ranges

Gaining and Using Experience

After each game session, the Narrator will award experience points to each player, representing their efforts and achievements through the story. Players can then use these points to increase the stats in his character sheet, namely:

- ❖ Advance a Stat to the next rank;
- ❖ Learn a new Specialty;
- ❖ Recover Sanity;

It is worth saying that these increases must be approved by the narrator, and the character's actions up to that point must justify the increase. Narrators are recommended to award 1 to 5 experience points for each couple of hours played. A guideline for the narrator to award these points follows down below:

- ❖ 1 Point - Automatic - A player should be awarded an experience point just for their presence in the session;
- ❖ 1 Point - Advancement - Another point can be awarded if there was any significant progress towards the goal of the story during the session;
- ❖ 1-2 Points - Roleplaying - If a player has portrayed their character in an entertaining or accurate way, another point can be added, in fact, if you feel like it, do go ahead and award more;
- ❖ 1 Point - Heroism - A character who selflessly puts themselves in danger to ensure the safety of the rest of the party and/or the achievement of their goals deserves yet another experience point. Players that willingly put their characters in danger unnecessarily just to get this bonus should not get it!

A series of sessions might bring the player characters' party to some sort of closure, even if they didn't yet escape Setealém they might reach a point of relative safety or complete a challenging quest they accepted from one of the spirit tribes or hermits. In such cases, we call it the end of a story arc, and characters can be given bonus experience for it. Here's a few guidelines for giving end-of-story exp:

- ❖ 1 Point - Success! - The characters successfully achieved their goals for the story arc. Simply surviving the dangers of Setealém should be a reason to celebrate, give them a point for it;
- ❖ 1 Point - Danger - The characters faced a particularly dangerous situation, even for the standards of Setealém. Award them another point for the difficulty;
- ❖ 1 Point - Ingenuity - A player thought of a creative solution to help the party success where they might otherwise have not. Award them an extra bonus for it;

Spending Experience Points

Every time a character sleeps they may use their accumulated experience points. It's worth mentioning again: In order to increase a stat the character must have a justification for it. To increase knowledge they must've spent time studying books from a lost library in the cities or crafted items to help the party, to increase constitution of agility they must've practiced strenuous physical activity, to increase sanity they must've spent time meditating, praying or simply trying to come to terms with their current situation, so on and so forth. As a general guideline, they must've used skills related to the stat they're increasing recently. The cost of each increase is listed below.

- ❖ **Increase a Stat:** New Rank x 4
 - **Exception: Increase Folk Lore:** New Rank x 7
- ❖ **Acquire a new Specialty:** 4 points per specialty
- ❖ **Recover Sanity:** 7 per point. A character can't exceed the maximum of 7 sanity

Ending the Story

The final objective of the characters in *Setealém* is escaping back to their world. The means through which they do it is up to the Narrator, and is most of what differentiates your game from the others. Will the characters ingratiate themselves with the spirits and beg them to send them back? Will they find an old human hermit in a tall crumbling building who's supposed to be able to travel freely between worlds? Maybe they will discover the secrets of the sleepwalkers and become able to phase between worlds themselves or steal a powerful artifact from a dangerous Hermit that lets them create a portal back home. All of these are options available to the Narrator of the game.

Regardless of the way the characters end their time in *Setealém*, the conclusion should be satisfying to all parties involved, Narrator and players alike. So don't be afraid to discuss amongst yourselves to find out what everyone expects out of the story. And if the initial plan goes out the window, don't be afraid to simply roleplay your character's choices and see where they lead you.

In Conclusion

Setealém: The Seventh Beyond is a game about staying sane in a hostile environment, stripped of all familiar comforts and using every available resource to increase your odds of survival. Despite all of this, it should be an adventure full of danger, mystery and wonder, as the characters discover the secrets of the deep forest, deal with tribes of spirits both friendly and hostile and meet and interact with creatures of local legend and folklore, adapted to your adventure by you and the players.

And finally, the one golden rule still applies: if something the book says is getting in the way of your fun, disregard it. Play the game your way and have fun with it, we're looking forward to hearing how your characters escaped *Setealém* (or did not).

We hope you enjoy your time in the Beyond

The Naive Star Team

SETEALÉM

The Seventh Beyond

Name: _____ Initiative: _____ Concept: _____
Age: _____ Movement: _____ Player: _____

Stats

Constitution: ●○○○○○○○ Precision: ●○○○○○○○ Agility: ●○○○○○○○
Knowledge: ●○○○○○○○ Wits: ●○○○○○○○ Resolve: ●○○○○○○○
Folk Lore: ○○○○○○○○

Skills

Academics _____ + bonus
knowledge + 1/2 knowledge

Acrobatics _____ + bonus
agility + 1/2 precision

Athletics _____ + bonus
constitution + 1/2 agility

Crafting _____ + bonus
precision + 1/2 knowledge

Dodge _____ + bonus
agility + 1/2 wits

Insight _____ + bonus
wits + 1/2 wits

Investigation _____ + bonus
wits + 1/2 knowledge

Marksmanship _____ + bonus
precision + 1/2 wits

Medicine _____ + bonus
knowledge + 1/2 wits

Melee _____ + bonus
constitution + 1/2 precision

Perception _____ + bonus
wits + 1/2 resolve

Socializing _____ + bonus
wits + 1/2 resolve

Stealth _____ + bonus
precision + 1/2 agility

Survival _____ + bonus
wits + 1/2 knowledge

Trait

Vitality

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□□□□□□□□ □□□□□□□□

Willpower

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□□□□□□□□ □□□□□□□□

Supplies

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Sanity

○○○○○○○○○○

Experience

