

Beyond reality, something is listening.

frequency
unknown
source
endless

7

S I G N A L S E V E N

PROTECT THE DISSONANCE.
ALL VOICES BECOME ONE.

Signal Seven Quick Start Guide

A quick-start introduction to the hidden war, character creation, core rules, and first-session play.

1. What Is Signal Seven?

Signal Seven is a tabletop roleplaying game of cosmic conspiracy, investigative horror, and ordinary people protecting humanity's right to choose its own future. Players portray agents of a hidden network that investigates impossible events, exposes dangerous influence, and confronts powers beyond reality.

The game is built around one central idea: humanity's contradictions, creativity, disagreement, and uncertainty are not weaknesses. They are what make humanity worth protecting. Signal Seven calls this quality **Dissonance**.

2. The Premise in One Page

In 1978, researchers detected an impossible transmission known as **EDS-7**. At first, governments and scientists believed it was a message from somewhere beyond known space. They were wrong. It was contact.

- **The Chorus** seeks Harmony: unity, certainty, and the end of conflict through assimilation.
- **The Static** seeks Possibility: endless contradiction, unstable realities, living myths, and futures that should not exist.
- **The Oblivion** seeks Silence: the end of consciousness to prevent suffering from continuing forever.

Between these forces stands Signal Seven: an unofficial, decentralized network of agents, creators, researchers, fixers, investigators, travelers, and defectors who protect communities from influence and keep the future unwritten.

3. What You Need to Play

- Two to five players and one Director.
- A handful of six-sided dice.
- Character sheets or blank paper.
- A shared tone: conspiracy, mystery, horror, travel, investigation, and resistance.
- A first operation: one strange event, one threatened community, one truth waiting to be uncovered.

4. Core Themes

- **Individuality vs. Unity:** Is peace worth the loss of self?
- **Freedom vs. Certainty:** What do people surrender in exchange for safety?
- **The Value of Imperfection:** Humanity's flaws may be its greatest defense.
- **Truth and Information:** Stories, media, rumors, and evidence all shape reality.
- **Hope in the Darkness:** The world is dangerous, but the future is not doomed.
- **No Voice Alone:** The strongest teams combine different perspectives without becoming the same.

5. Creating an Agent

Every player creates an agent: an ordinary person who discovered the hidden war and chose not to look away. Start with the story before the numbers.

1. **Choose a background:** journalist, influencer, academic, first responder, soldier, artist, investigator, traveler, conspiracy researcher, or defector.
2. **Choose a role:** Analyst, Documentarian, Explorer, Fixer, Influencer, Researcher, Defector, or a custom role.
3. **Answer three questions:** Who were you before Signal Seven? What convinced you the hidden war was real? Why do you keep fighting?
4. **Assign attributes:** Insight, Presence, Adaptability, Resolve, and Action.
5. **Choose skills:** Investigation, Research, Interviewing, Social Media, Journalism, Technology, Driving, Athletics, Firearms, Close Combat, Survival, Medicine, Stealth, or Creativity.
6. **Define your public persona:** What do people think you do? Why do they trust you? How do you communicate?

6. Agent Roles at a Glance

Role	What They Do	Key Question
Analyst	Connects evidence, patterns, and hidden systems.	What are we really looking at?
Documentarian	Records, proves, and communicates the truth.	How do we prove this happened?
Explorer	Reaches dangerous places and follows remote leads.	How do we get there?
Fixer	Handles danger, emergencies, and direct action.	What do we do when things go wrong?
Influencer	Shapes attention, public trust, and community action.	How do we get people to listen?

Researcher	Finds lost knowledge, records, history, and context.	What happened before?
Defector	Understands the powers because they were touched by them.	What are we really dealing with?

7. Core Rules

When an action is uncertain and failure would be interesting, the Director calls for a roll. Combine the most relevant **Attribute** and **Skill**. Roll that many six-sided dice. Each die showing **5 or 6** counts as one Success. Each die showing **1** creates a Complication.

Difficulty	Successes Needed
Routine	1
Challenging	2
Difficult	3
Exceptional	4
Extraordinary	5+

8. Outcomes

- **Full Success:** The agent achieves the goal without a major cost.
- **Partial Success:** The goal is achieved, but a new problem appears.
- **Failure:** The goal is not achieved, but the story moves forward.
- **Complication:** A die showing 1 introduces danger, attention, damage, delay, suspicion, or another consequence.

9. Dissonance, Reach, and Credibility

- **Dissonance** measures resistance to outside influence and the ability to create unexpected solutions. Players may spend Dissonance to add dice, resist manipulation, inspire allies, or introduce useful insight.
- **Reach** measures how many people an agent can influence through public presence, media, reputation, or audience.
- **Credibility** measures how much people trust the agent as a source, professional, community member, or witness.

10. The Six-Phase Operation Structure

1. **Discovery:** A strange event, rumor, pattern, or warning draws attention.
2. **Travel:** Agents arrive under public identities and establish cover.
3. **Investigation:** The team interviews witnesses, gathers evidence, researches history, and follows leads.
4. **Escalation:** The threat reacts. Influence spreads. Pressure rises. New dangers appear.

5. **Confrontation:** Agents expose, disrupt, negotiate, rescue, sabotage, or fight.
6. **Broadcast:** The operation ends. Lessons are shared. Communities remember. The signal continues.

11. Director Starter Advice

- Start small: one town, one community, one anomaly.
- Make the threat human first. The impossible should emerge gradually.
- Give every clue at least two ways to be found.
- Let failure create new problems instead of ending the investigation.
- Use Progress Tracks for pressure, harmony, panic, exposure, trust, or manifestation.
- Make the final choice meaningful. There should rarely be only one solution.

12. First Session Starter: Operation Heartland

A small town is drawing unusual attention online after videos show members of a local church speaking in perfect unison during services. The clips are dismissed as performance art, but Signal Seven notices a pattern: former members have vanished, families report personality changes, and a teenager has begun posting coded warnings from inside the congregation.

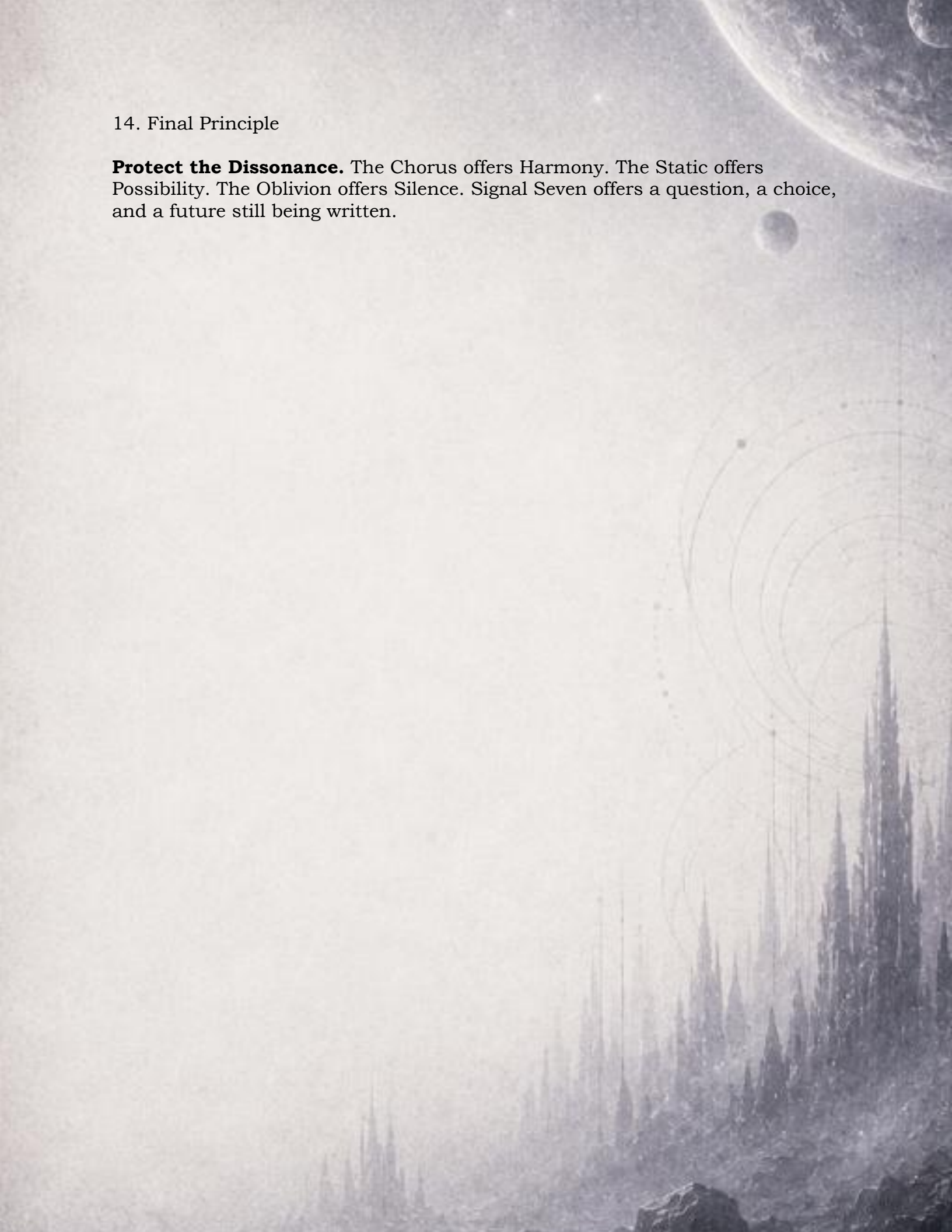
- **Opening Hook:** The agents arrive as travel creators, journalists, researchers, or community organizers covering a regional festival.
- **Primary Threat:** A growing Choir influenced by the Chorus.
- **Key Question:** Are the townspeople victims, converts, collaborators, or all three?
- **Complication:** Public exposure could create panic and accelerate the Choir's growth.
- **Possible Endings:** rescue, exposure, negotiation, disruption, tragic victory, or failure.

13. Quick Reference

Rule	Reminder
Build a Pool	Attribute + Skill
Roll	Roll that many d6
Success	Each 5 or 6
Complication	Each 1
Dissonance	Spend for insight, resistance, extra dice, or inspiration
Teamwork	Assist with a meaningful contribution
Failure	Never stops the story; it changes the situation

14. Final Principle

Protect the Dissonance. The Chorus offers Harmony. The Static offers Possibility. The Oblivion offers Silence. Signal Seven offers a question, a choice, and a future still being written.



Sample Agents

The following agents are provided as examples for new players and Directors.

These agents may be used immediately or serve as inspiration for custom characters.

Sarah Holloway

The Documentarian

Public Persona: Travel Documentary Host

Background: Journalist

Motivation: Discover the Truth

Attributes

- Insight 4
- Presence 4
- Adaptability 3
- Resolve 3
- Action 2

Skills

- Journalism 4
- Interviewing 3
- Investigation 3
- Social Media 2
- Research 2

Reach: 3

Credibility: 4

Dissonance: 4

Signature Ability

The Camera Never Lies

Once per operation, Sarah may reroll a failed Investigation or Interview roll if she possesses recorded evidence.



SARAH HOLLOWAY

THE DOCUMENTARIAN

PUBLIC PERSONA: Travel Documentary Host

BACKGROUND: Journalist

MOTIVATION: Discover the Truth

SIGNATURE ABILITY



THE CAMERA NEVER LIES

Once per operation, Sarah may reroll a failed Investigation or Interview roll if she possesses recorded evidence.

NOTES

"I don't chase stories.
Stories find me."
My job is making sure the world
finally sees them."



SIGNAL SEVEN ARCHIVE // S7-AG-0317

ATTRIBUTES



INSIGHT

Notice. Understand. Connect.

4 ●●●●○



PRESENCE

Influence. Communicate. Lead.

4 ●●●●○



ADAPTABILITY

Adjust. Improvise. Overcome.

3 ●●●○○



RESOLVE

Endure. Resist. Stay the course.

3 ●●●○○



ACTION

Act. Move. Execute.

2 ●●○○○

SKILLS



JOURNALISM

Report. Document. Reveal.

4 ●●●●○



INTERVIEWING

Ask. Listen. Draw out truth.

3 ●●●○○



INVESTIGATION

Analyze. Connect. Uncover.

3 ●●●○○



SOCIAL MEDIA

Connect. Share. Influence.

2 ●●○○○



RESEARCH

Find. Verify. Document.

2 ●●○○○



REACH

Your audience. Your influence.

3



CREDIBILITY

How much the world believes you.

4



DISSONANCE

Your resistance to the Song.

4

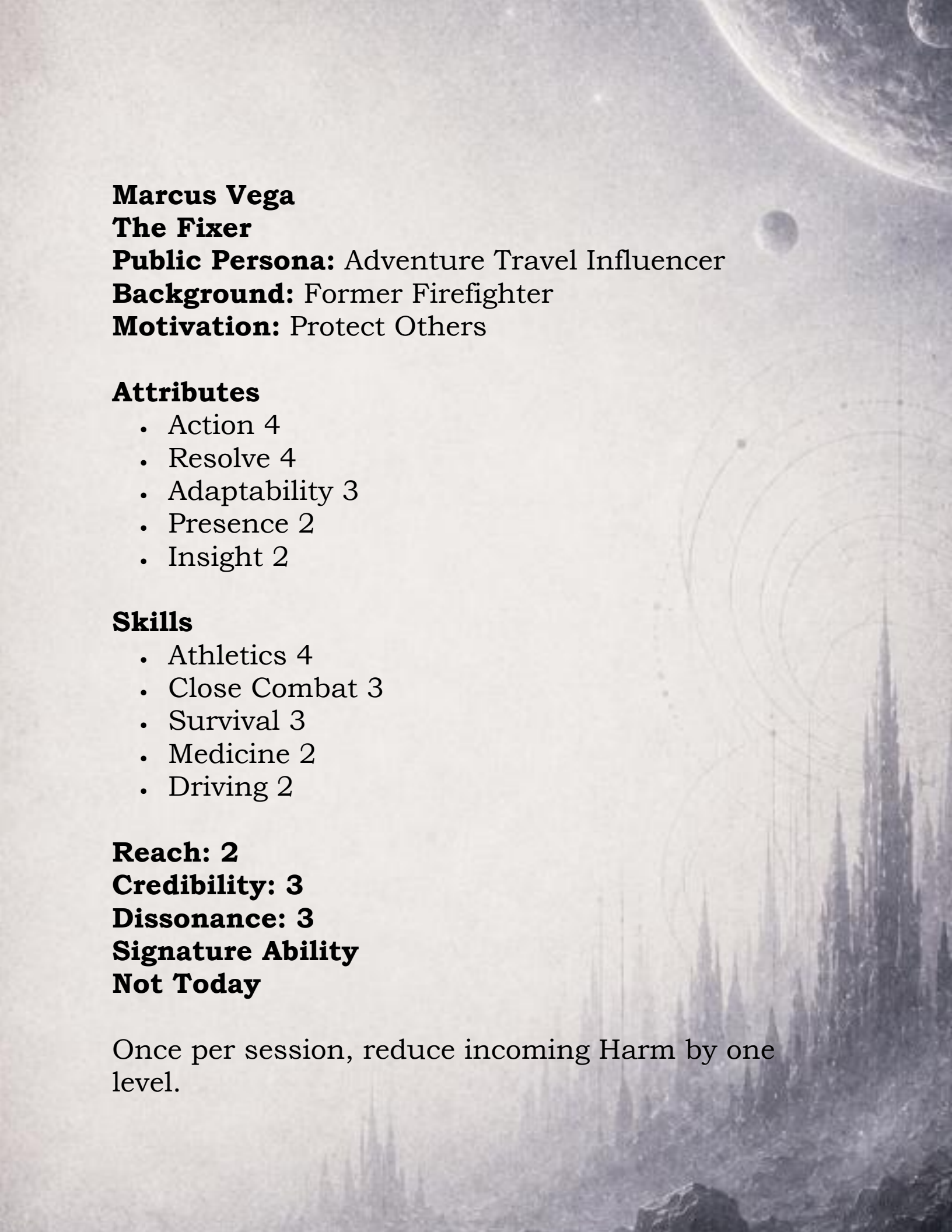


SIGNAL SEVEN

PROTECT THE DISSONANCE.

DIRECTOR SIGNATURE

DATE 05 / 17 / 2024



Marcus Vega

The Fixer

Public Persona: Adventure Travel Influencer

Background: Former Firefighter

Motivation: Protect Others

Attributes

- Action 4
- Resolve 4
- Adaptability 3
- Presence 2
- Insight 2

Skills

- Athletics 4
- Close Combat 3
- Survival 3
- Medicine 2
- Driving 2

Reach: 2

Credibility: 3

Dissonance: 3

Signature Ability

Not Today

Once per session, reduce incoming Harm by one level.



MARCUS VEGA

THE FIXER

PUBLIC PERSONA: Adventure Travel Influencer

BACKGROUND: Former Firefighter

MOTIVATION: Protect Others

SIGNATURE ABILITY



NOT TODAY

Once per session, reduce incoming Harm by one level.

NOTES

"People don't need a hero. They need someone who refuses to walk away."



SIGNAL SEVEN ARCHIVE // S7-AG-0412

ATTRIBUTES



ACTION

Act. Move. Execute.

4 ●●●●○



RESOLVE

Endure. Resist. Stand firm.

4 ●●●●○



ADAPTABILITY

Adjust. Improvise. Overcome.

3 ●●●○○



PRESENCE

Influence. Communicate. Lead.

2 ●●○○○



INSIGHT

Notice. Understand. Connect.

2 ●●○○○

SKILLS



ATHLETICS

Climb. Endure. Push limits.

4 ●●●●○



CLOSE COMBAT

Strike. Defend. Disarm.

3 ●●●○○



SURVIVAL

Navigate. Endure. Adapt.

3 ●●●○○



MEDICINE

Treat. Stabilize. Save lives.

2 ●●○○○



DRIVING

Pilot. Maneuver. Escape.

2 ●●○○○



REACH

Your audience. Your influence.

2



CREDIBILITY

How much the world believes you.

3



DISSONANCE

Your resistance to the Song.

3

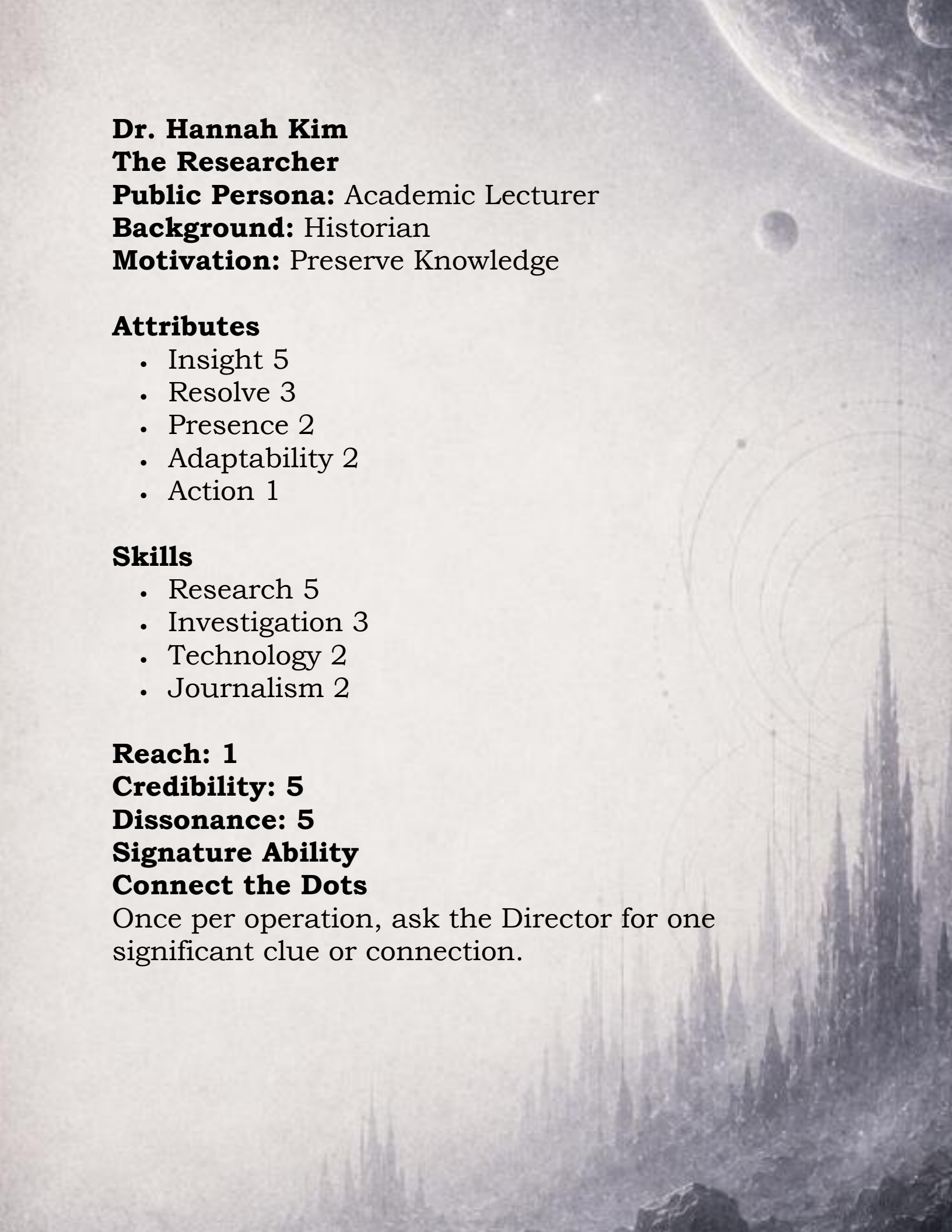


SIGNAL SEVEN

PROTECT THE DISSONANCE.

DIRECTOR SIGNATURE

DATE 05 / 17 / 2024



Dr. Hannah Kim

The Researcher

Public Persona: Academic Lecturer

Background: Historian

Motivation: Preserve Knowledge

Attributes

- Insight 5
- Resolve 3
- Presence 2
- Adaptability 2
- Action 1

Skills

- Research 5
- Investigation 3
- Technology 2
- Journalism 2

Reach: 1

Credibility: 5

Dissonance: 5

Signature Ability

Connect the Dots

Once per operation, ask the Director for one significant clue or connection.



DR. HANNAH KIM

THE RESEARCHER

PUBLIC PERSONA: Academic Lecturer

BACKGROUND: Historian

MOTIVATION: Preserve Knowledge

SIGNATURE ABILITY



CONNECT THE DOTS

Once per operation, ask the Director for one significant clue or connection.

*"History is not dead.
It's just been buried
by the people who
didn't want you to
find it."*



SIGNAL SEVEN ARCHIVE // S7-AG-0724

ATTRIBUTES



INSIGHT

Notice. Understand. Connect.

5 ● ● ● ● ●



RESOLVE

Endure. Resist. Stand firm.

3 ● ● ● ○ ○



PRESENCE

Influence. Communicate. Lead.

2 ● ● ○ ○ ○



ADAPTABILITY

Adjust. Improvise. Overcome.

2 ● ● ○ ○ ○



ACTION

Act. Move. Execute.

1 ● ○ ○ ○ ○

SKILLS



RESEARCH

Find. Analyze. Uncover.

5 ● ● ● ● ●



INVESTIGATION

Analyze. Connect. Uncover.

3 ● ● ● ○ ○



TECHNOLOGY

Hack. Repair. Operate.

2 ● ● ○ ○ ○



JOURNALISM

Report. Document. Reveal.

2 ● ● ○ ○ ○



REACH

Your audience. Your influence.

1



CREDIBILITY

How much the world believes you.

5



DISSONANCE

Your resistance to the Song.

5



SIGNAL SEVEN

PROTECT THE DISSONANCE.

DIRECTOR SIGNATURE

DATE 05 / 17 / 2024

Ethan Reyes

The Influencer

Public Persona: Paranormal Livestreamer

Background: Content Creator

Motivation: Freedom

Attributes

- Presence 5
- Adaptability 3
- Insight 3
- Resolve 2
- Action 2

Skills

- Social Media 5
- Interviewing 3
- Persuasion 3
- Investigation 2

Reach: 5

Credibility: 2

Dissonance: 4

Signature Ability

Trendsetter

Once per operation, gain temporary Reach +2.

LIVE 7.8K



- spooky_jules That gave me chills
- darkest_hour Show us more!
- truthseeker Stay safe bro
- voidwatcher Is that real?!
- neon_nightmare We're with you!
- lost_signal Signal Seven 🔥



ETHAN REYES

THE INFLUENCER

PUBLIC PERSONA: Paranormal Livestreamer

BACKGROUND: Content Creator

MOTIVATION: Freedom

SIGNATURE ABILITY



TRENDSETTER

Once per operation, gain temporary Reach +2.

NOTES

"They try to silence the voices that see the truth. I just make sure the world gets to hear it."



SIGNAL SEVEN ARCHIVE // S7-AG-0918

ATTRIBUTES



PRESENCE

Influence. Communicate. Lead.

5 ●●●●●



ADAPTABILITY

Adjust. Improvise. Overcome.

3 ●●●○○



INSIGHT

Notice. Understand. Connect.

3 ●●●○○



RESOLVE

Endure. Resist. Stand firm.

2 ●●○○○



ACTION

Act. Move. Execute.

2 ●●○○○

SKILLS



SOCIAL MEDIA

Connect. Share. Influence.

5 ●●●●●



INTERVIEWING

Ask. Listen. Draw out truth.

3 ●●●○○



PERSUASION

Convince. Inspire. Motivate.

3 ●●●○○



INVESTIGATION

Analyze. Connect. Uncover.

2 ●●○○○



REACH

Your audience. Your influence.

5



CREDIBILITY

How much the world believes you.

2



DISSONANCE

Your resistance to the Song.

4



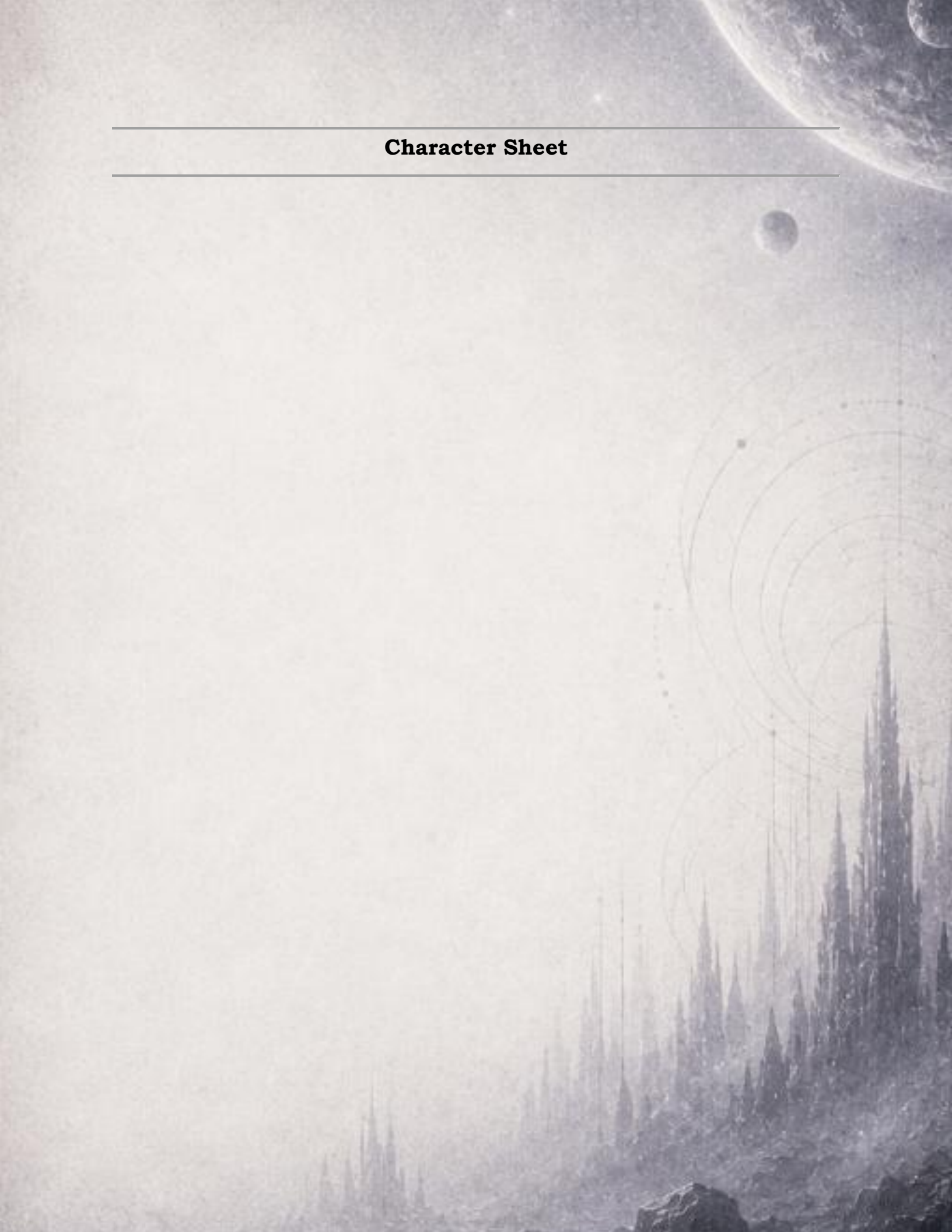
SIGNAL SEVEN

PROTECT THE DISSONANCE.

DIRECTOR SIGNATURE

DATE 05 / 17 / 2024

Character Sheet



SIGNAL SEVEN



NO VOICE STANDS ALONE





SIGNAL SEVEN

NO VOICE ALONE

THEY CONTROL FEAR.
WE SPREAD HOPE.
TOGETHER, WE
REWRITE THE FUTURE.

The Chorus seeks harmony.
The Static embraces possibility.
The Oblivion seeks silence.

Three forces. Three ideologies.
One threat to everything we know.

In a world flooded with misinformation,
Signal Seven rises.
We are the research. The resistance.
The network. The truth.
We are everywhere.
We are no voice alone.

Join the movement.
Be the signal.
Be the change.

CONNECT. INFORM. EMPOWER.



RESEARCH
FIND THE TRUTH



CREATE
SPREAD AWARENESS



CONNECT
BUILD COMMUNITY



EXPOSE
DISRUPT THEIR LIES



MOBILIZE
DRIVE REAL CHANGE



JOIN THE SIGNAL

Scan. Follow. Fight Back.
#NoVoiceAlone



ISBN 978-1-963745-01-7



9 781963 745017