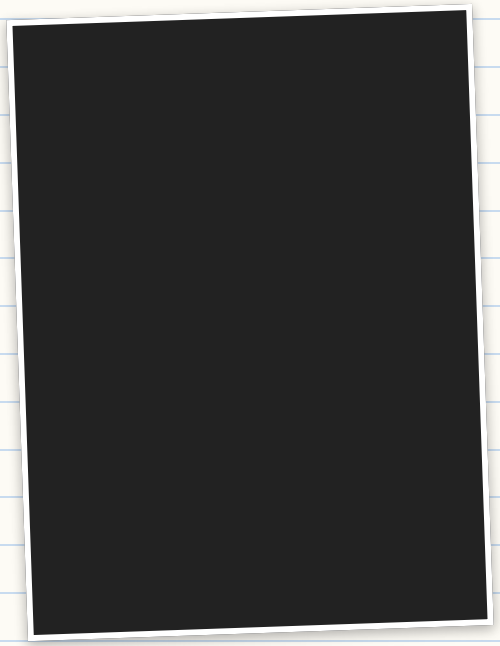
Seven

Dani Fernandez as Seven

SEASON 16



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

PHYSICAL	MENTAL	SOCIAL
2	3	4

ARCHETYPE

Vampire, Accounting major

End of Shriek Week — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Shriek Week wiki (fan project), every value links to its moment on the site.

Seven

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Major: Accounting** — Major Accounting 3. SWE1 00:13:38
- **Minor: Brujería** — Minor Brujería 4; her magic. SWE1 00:13:38, SWE1 01:15:43
- **Magic opens the door** — Seven uses her magic to open her door; Gabe does not name it Brujería. SWE1 00:14:12
- **Vampire bite** — She loses control on a critical failure (five, two, one) and bites Ted, who calls her his queen; she tells him he is free and he runs off. SWE1 00:42:09, SWE1 00:42:38
- **Brujería check: calming Ted** — She rolls eight, seven, nine, eight; a purple aura calms Ted. SWE1 00:56:02, SWE1 00:56:29
- **Brujería check: making Tuti stay** — She uses her brujería to make Tuti stay and rolls eight, eight, six, five; Tuti stiffens. SWE1 01:15:39, SWE1 01:15:50
- **Truth spell** — She casts a truth spell, rolling three, two, six, eight. SWE2 00:25:52, SWE2 00:26:15
- **Brujería check: skywriting for Korra** — She rolls four, three, four, three; the message goes wrong. SWE2 00:55:49
- **Brujería check: animating the plant** — She rolls five, one, ten, nine; twelve plants appear. SWE2 01:03:48
- **Brujería check: colours and hats** — She rolls five, five, three, ten. SWE2 01:09:18
- **Brujería check: the lock** — She rolls three, eight, one, ten. SWE2 01:34:46
- **Brujería check: reopening the ground** — She rolls three, three, seven, eight. SWE2 02:07:27
- **Vampire bite: Teddy** — She bites Teddy, who tastes sour, like unripe fruit. SWE2 01:22:06, SWE2 01:22:26
- **Magic surges into her art** — Showing off her art, a bit of her magic surges into the pages and the Terry leaps from the pages. SWE3 01:02:48, SWE3 01:02:53
- **Mind reading** — She reads Teddy Prime's memories, rolling nine, one, three, six. SWE4 00:10:49, SWE4 01:27:13
- **Brujería check: bubbling pool** — She rolls ten, eight, one, four; the pool bubbles. SWE4 01:37:44

Spells

- —

Items

- **Mirror from her mother** — A large mirror with a pair of eyes and a mouth arrives in a package. SWE1 00:15:48, SWE1 00:16:00
- **Korra's note** — A note from Korra: "Want to grab a bloody mary?" SWE1 01:39:05
- **Human-skin letterman** — Seven's letterman jacket is human skin. SWE4 01:09:35