

7th Sea Character Handbook

by Stephen D'Angelo (dangelo@crystalkeep.com)

with additional content from Andy Aiken

updated January 8, 2004

This booklet contains a quick-reference to the rules on Character design for the 7th Sea game.

Key to Sourcebooks:

AH	= Arrow of Heaven
AV	= Avalon
CA	= Castille
CE	= Crescent Empire
CJE	= Cathay, Jewel of the East
CM	= 7th Sea Compendium
CN#	= Crow's Nest (issue #)
CP	= Church of the Prophets
DK	= Die Kreuzritter
FR	= Freiburg (box set)
EN	= Eisen
ES	= Explorer's Society
GM	= GM's Guide
IC	= Invisible College
IG	= Islands of Gold
KM	= Knights and Musketeers
LF	= Lady's Favor (GM's Screen)
LV	= Los Vagos
MO	= Montaigne
MR	= Montaigne Revolution
NM#	= NOM (issue #)
PG	= Player's Guide
PN	= Pirate Nations
RC	= Knights of the Rose & Cross
RI	= Rilasciare
SBN	= Sidhe Book of Nightmares
SD	= Sophia's Daughters
SF	= Scoundrel's Folly
SG	= Swordsman's Guild
SH	= Strongholds and Hideouts
US	= Ussura
VK	= Villains Kit
VO	= Vodacce
VV	= Vendel / Vesten
WEB	= 7 th Sea Official Website
WOB	= Waves of Blood

Overview of Hero Creation

A standard hero is created with 100 HP. This book includes all the choices made on how to spend these points, calculate values, and equip the character. The approximate order of events is:

- Choose a nation your character is from.
- Determine initial Traits.
- Decide if / which Sorcery, Shamanism, or Dracheneisen your character has.
- Decide if / which School your character attended.
- Decide if / which Arcana your character has.
- Purchase Advantages, Backgrounds, and Languages for your character.
- Purchase Skills and Knacks for your character.
- Determine starting equipment.

Nations of Theah (PG 119)

The first choice when making a character is a choice of nationality. The choice of nation affects what sorcery and combat schools your character can use, and gives bonuses on a trait and some advantages.

Nation	Equivalent	Trait Bonus	Sorcery or Shamanism	Combat Schools	Special Advantages
Avalon Insm ore Highlands	England Ireland Scotland	+1 Resolve	Druid (<i>Gesa</i>) Glamour (<i>Legend</i>)	Andrews Donovan Finnegan Goodfellow MacDonald Peecke Robertson	Cold Climate Conditioning (-1) Elaine's Knights (only) Legendary Trait (-2) MacCodrum Heritage (only) MacEachern Heritage (only) Sidhe Ally (only) Sidhe Blood (only) Sidhe Weapon (only) Unseelie Ally (only)
Castille	Spain	+1 Finesse	El Fuego Adentro (<i>Fire</i>)	Aldana Gallegos Gustavo Soldano Torres Zepeda	Acalde (only) Castillian Education (only) Castillian Squire (+1) Extended Family (only) Roving Don (only) Unversity (-2)
Cathay	Far East	(<i>By kingdom</i>)	Han Shu (<i>Physical</i>) Fu (<i>Talisman</i>)	(<i>By kingdom</i>)	Armor Trained (-2) Cathayan Servant (-1) Small (-1) Steppes Pony (only)
Han Hua	China	+1 Wits		Hua Shao Ren Te Shan Dian Dao Te Zheng Yi Quan	
Khimal	Tibet	+1 Resolve	Baofong Xue Wudao (<i>Snow</i>)	Wu Tsain	Cold Climate Conditioning (-1)
Koryo	Korea	+1 Brawn	Song Hwang Tung (<i>Tree</i>)	Tie Xiong Kung	Cold Climate Conditioning (-1)
Lanna	Thailand	+1 Finesse	Nha Nong (<i>Plant</i>)	Chin Te Ki Kwanji	
Tashil	India	+1 Wits	Tashila (<i>Yoga</i>)	Shaktishaalee Ying Sun Wo	Warm Climate Conditioning (-1)
Tiakhar	Malaysia	+1 Panache		Jasni Ying Sun Wo	Membership: Tiakhar Volunteer Navy (-1) Warm Climate Conditioning (-1)
Xian Bei	Mongolia	+1 Resolve	Youya Chima Ren (<i>Horse</i>)	Chima Gongjian Shou	
Crescent Empire	Middle East	(<i>By clan</i>)	(<i>By clan</i>)	(<i>By clan</i>)	Crescent Servant (-1) Membership (Eyes of the Peacock) (only)
Aldiz'ahali		+1 Wits	Takim'aldiz (<i>Star</i>)	Daphan	
Atlar'vahir		+1 Resolve	Khel'kalb (<i>Horse</i>)	Vahiv	Khel-kalb (only)
Jadur'rihad		+1 Panache	Sharkici (<i>Chanting</i>)	Yael	
Kurta'kir		+1 Brawn	Duman'kir (<i>Wolf</i>)	Marikk	
Ruzgar'hala		+1 Finesse	Ruzgar'canli (<i>Spirit</i>)	Sersemlik	Accurate Slinger (-1)
Yilan'bazlik		+1 Wits	Rimal (<i>Sand</i>) Sulimaq (<i>Water</i>)	None	Membership (Qatih'i) (-1)
Eisen	Germany	+1 Brawn	Zerstörung (<i>Disintegration</i>)	Drexel Durchsetzungburg Eisenfaust Gelingen Hopken Loring Posen Steil Unawendbar	Academy (-2) Dracheneisen (only) Eisen Bodyguard (-1) Iron Guard (only) Nibelung (only) Rucken (-2)
Midnight Archipelago	Caribbean				Keen Senses (-1) Warm Climate Conditioning (-1)
Carlos		None	Carl Native		
Isle of the Red God		+1 Brawn	Opah (<i>Weapon</i>)	Nahgem	Accurate Spear Thrower (-1)
Kanuba		+1 Brawn			Small (-1)
L'Isle du Bete		+1 Brawn	Erego Medicine (<i>Faith healing</i>)		
Marcina		+1 Brawn			
My'ar'pa		+1 Brawn	Taramonde (<i>Voodoo</i>)		
Sange Tara		+1 Brawn			
Straits of Blood		+1 Brawn			

Nation	Equivalent	Trait Bonus	Sorcery or Shamanism	Combat Schools	Special Advantages
Montaigne	France	+1 Panache	Porte (<i>Doorway</i>)	Boucher Gaulle Rois et Reines Tout Pres Valroux	Close Family Member (only) Commission (-2) Gentry (only) Montaigne Servant (only) Musketeers (only) Puzzle Sword (only)
Ussura	Russia	+1 Resolve	Pyeryem (<i>Shapeshifting</i>)	Bogatyr Buslayevich Dobrynya	Accurate Archer (-1) Animal Affinity (-1) Cold Climate Conditioning (-1) Pain Tolerance (-1) Stelets (only) Tyomny (only) Toughness (-2)
Vendel Vestenmannavnjar	Holland Norway	+1 Wits	Astrologer Laerdom (<i>Rune</i>) Sympathetic Healer	Halfdansseon Kjemper Larsen Leegstra Rasmussen Siggursdottir Snedig Swanson Urostifter	Astrologer (Vendel only) Bearsark (Vesten only) Bodyguard (Vendel -1) Bought Weapon (Vendel only) Cold Climate Conditioning (-1) Drago (Vendel -1) Jarl (Vesten only) Large (Vesten -2) Linguist (Vendel -1) Merchant Patron (Vendel -1) Old Name (Vesten only) Rune Weapon (Vesten only) Sympathetic Healer (Vesten only) Thrall (Vesten only) Vendel League Seat (Vendel -1) Vesten Bought-Man (Vesten -1)
Vodacce	Italy	+1 Wits	Sorte (<i>Fate</i>)	Ambrogia Bernoulli Cappuntina Lucani Villanova	Governor (only) Left-Handed (-2) Lord's Hand (only) Unbound (only) Vodacce Valet (-1)
Bryn Bresail	Faerie	<i>None</i>	Glamour (<i>Legend</i>)	Fadh-Righ Faileas	<i>Special</i>

Archipelago characters

Each island in the Midnight Archipelago has its own language. Archipelago characters speak their island's language for free. They cannot start with more non-native languages than their Wits, unless they are Acquaintance or Pidgin versions.

Characters from Carlos begin with a 4 point Hunted (secret societies) background for free, if the island is known about, and speak the Thean language for free. The cost to learn another language is 3 HP, plus 2 HP for literacy.

Sidhe Characters (SBN 34)

Sidhe characters begin with 100 HP, a Reputation of 10, all Traits at 2, and the Legendary Trait advantage in all five knacks. They do not get any nationality trait bonus.

Sidhe characters cannot begin with any of the following skills, nor can they begin with any knacks which appear in these skills even if they would gain them for free from other skills. This ban only applies to character creation; these skills and knacks can be purchased with XP as normal.

- Criminal
- Crossbow
- Dirty Fighting
- Doctor
- Firearms
- Merchant
- Panzerhand
- Pugilism
- Servant
- Streetwise
- Wrestling

Sidhe characters cannot begin with a Swordsman School which did not originate from Bryn Bresail. They may buy other Schools with XP as normal.

Sidhe characters choose one from of each of the following groups of advantages, blessings and curses for free:

- Dangerous Beauty, Appearance (stunning) or Unnerving Countenance (hideous); alternatively, the character can take a 10HP discount on Appearance (blessed beauty) or Appearance (intimidating)
- Combat Reflexes or Keen Senses

- Large or Small
- Immortal
- Slow Aging and Immunity to Disease
- Smell Glamour
- Iron Susceptibility, Iron Vulnerability, Sea Bound or Strange Poison

For each additional Sidhe Blessing taken, a Sidhe Curse must be taken.

Sidhe characters get a 1HP discount on the Sidhe Weapon advantage, and may start with more than one such weapon, for a total cost of 10HP after the discount.

Sidhe can speak all languages for free, but are only literate in Avalon.

All Sidhe are full-blooded Glamour mages and start with 7 Sorcery Points as normal. They may buy additional ranks in sorcerous knacks as if they were basic knacks. They may choose more than one knack from the same trait.

Sidhe characters may not purchase Arcana.

Sidhe characters do not earn DD, and cannot gain them unless given them by another Hero (e.g., by a Virtue). Instead they gain Glamour Dice, which are similar to DD except they cannot be spent to activate or prevent activation of Arcana, and do not turn into XP. You begin with a number of GD equal to your Reputation Dice plus your highest trait, and gain them in the same way human Heroes gain DD.

Sidhe do not sleep, but once per 24 hours they must rest in the presence of dream ers.

Sidhe do not require food.

Normal weapons do -2k2 damage to Sidhe, but cold iron, MacEachern blades, Montaigne puzzle swords, Laerdom enchanted blades and Synchron weapons damage them normally. Dracheneisen affects Sidhe the same way it affects humans.

Fallen Sidhe ^(SBN 37)

As Sidhe, except:

- Characters using the Repartee system on a Fallen Sidhe gain a +2k0 bonus.
- Fallen Sidhe begin with half-blooded Glamour, and may spend 20HP for full-blooded.
- Fallen Sidhe may not take any backgrounds at character creation.
- Cold iron and MacEachern weapons do +1k1 damage to Fallen Sidhe. All rolls made while wearing or holding a cold iron item are subject to a -1k1 penalty.

Sidhe Blooded ^(SBN 37)

As human, except:

- You may take half-blooded Glamour sorcery for 18HP.
- You may take the Sidhe Blood advantage.

Unforgiven Unseelie ^(SBN 38)

As Sidhe, except:

- Begin with a reputation of -10.
- Do not get the Immortal blessing for free.
- Characters using the Repartee system on an Unforgiven Unseelie gain a +2k0 bonus.
- Begin with a 2-point Hunted (Sidhe) background.
- Cold iron and MacEachern weapons do +3 damage to Unforgiven Unseelie. All rolls made while within 10ft of a cold iron item are subject to a -1k0 penalty.

Traits (PG 119)

A character's traits define how good he or she is at doing things. Traits are *very* important in this game, since will almost every die roll you keep a number of dice equal to a trait.

Trait Name	HP Cost	XP Cost	Basic Description	Combat Description
Brawn	8/pt	5*New Rank	Strength	Wound checks = $(B)k(B)$ Damage = $(B+weapon)k(weapon)$
Finesse	8/pt	5*New Rank	Manual and other dexterity	To hit = $(F+knack)k(F)$
Wits	8/pt	5*New Rank	Intelligence and quick thinking	To parry = $(W+knack)k(W)$
Resolve	8/pt	5*New Rank	Constitution and willpower	Crippled = (R) dramatic wounds Knockout = $(2*R)$ dramatic wounds
Panache	8/pt	5*New Rank	Charisma and personal style	# of actions per round = (P)

Characters start with *Rank 1* in all traits, plus their nation bonus (so one trait is at *Rank 2*).

The maximum starting value for a trait is *Rank 3* before your nation bonus (*Rank 4* after the bonus).

The maximum value for a trait during play is normally *Rank 5*. It is possible to get *Rank 6* through the use of the *Legendary Trait* or the *Rose and Cross Secret* advantages.

Hint! Increase all traits to at least Rank 2 if possible. Your lowest trait determines your number of drama dice.

Recommendation! Keep your traits in line with the rest of the characters in the party. If your traits are much lower, you will be unhappy. A good balance to start with is with two traits at *Rank 3*. This means it is common to spend **48 HP** on traits! Also, *Finesse* and *Panache* seem to have the most return for the cost if your character is in combat, while *Wits* can be the most valuable for a non-combatant.

Sorcery (PG 200)

Sorcery is something a character is born with, so it cannot be purchased later. The actual details on the various kinds of sorcery are given in the Sorcery book. This is just an overview.

Level of Sorcery	Cost	Description
Full Blooded	40 HP	7 Sorcery Points. Maximum Rank = 5.
Half-Blooded	20 HP	3 Sorcery Points. Maximum Rank = 3.
Twice-Blooded	40 HP	Half-Blooded in two kinds of Sorcery.

Purchasing any kind of sorcery (not shamanism) gives a **-5 cost** on purchasing the *Noble* advantage.

You may not purchase additional ranks in Sorcery knacks using HP during hero creation, but you may do so during game play using XP. ^(CM 7)

A shaman is not a sorcerer, but does have magical powers. You cannot have both a Shaman and Sorcery advantage at the same time.

Dracheneisen (PG 160-161, EN 93-95)

Characters from the nation of *Eisen* can purchase *Dracheneisen*.

Level of Nobility	Cost	Description
Full Nobility	40 HP	16 Dracheneisen points.
Minor Nobility	20 HP	6 Dracheneisen points.
Petty Nobility	10 HP	3 Dracheneisen points.

Purchasing any kind of Dracheneisen gives a **-5 cost** on purchasing the *Noble* advantage.

Purchasing any kind of Dracheneisen gives a **-5 cost** on purchasing the *Posen school*.

The following items can be purchased with Dracheneisen points and the effects of armor are described on the right:

Item	Cost	Effect
Arm Guard	2	2 armor points. <i>(may purchase twice)</i>
Boots	2	1 armor point. <i>(may purchase twice)</i>
Breastplate	6	6 armor points.
Buckler	4	1k1 buckler. +1 unkept die with Buckler knacks.
Gauntlet	2	2 armor points.
Helmet	3	3 armor points.
Leg Guard	2	2 armor points. <i>(may purchase twice)</i>
Panzerhand	6	3 armor points. +1 unkept die with Panzerhand knacks. <i>(See options below.)</i>
Crossbow	4	-5 on opponent TN. +20 yd range.
Knife	2	1k2 knife. +1 unkept die using Knife knacks.
Fencing Weapon	3	2k2 fencing weapon. +1 unkept die with Fencing knacks.
Heavy Weapon	4	3k2 heavy weapon. +1 unkept die with Heavy Weapon knacks.
Musket	7	-5 to opponent's TN. +20 yd on range.
Pistol	5	-5 to opponent's TN. +20 yd on range.
Polearm	5	3k2 polearm. +1 unkept die with Polearm knacks.
Zweihander	6	3k3 zweihander. +1 unkept die with Zweihander knacks.
Raw Dracheneisen	2	3 units of Dracheneisen for use with <i>Nibelung</i> advantage.
Lock	2	An unbreakable padlock.

Armor	Modifier
1 - 6	-1 on attacker's kept dice.
7 - 12	+5 TN. -1 on attacker's kept dice.
13 - 18	+5 TN. -2 on attacker's kept dice.
19 - 24	+10 TN. -2 on attacker's kept dice.

(This TN bonus cannot be negated.)

Here are some modifications that can be purchased for a Dracheneisen panzerhand:

Modification	Cost	Description
Built-in Pistol	5 HP	First successful hit also fires pistol for a combined $(4+Brawn)k3$ damage.
Locking Grip	3 HP	When use Bind or Disarm attack successfully, locks shut until a key and 3 actions are used to unlock it.
Mounted Crossbow	4 HP	Small crossbow that does 1k3 damage.
Spikes	2 HP	Damage of hand is 2k2 instead of 2k1.
Weighted Knuckles	1 HP	Damage of hand is 2k2 instead of 2k1, but hand is fused into a fist formation.

Combat Schools

Combat schools provide your character with expert training in a combat (usually a weapon such as a sword).

	Cost	Modifiers
HP Cost to Apprentice	25 HP	+10 HP if from a different nation.
XP Cost to Apprentice	50 XP	+30 XP if from a different nation. -10 XP if you already have the apprentice ability. -5 XP for each school knack you already have. You must already have the skills required by the school. ^(CM 6)
XP Cost to be an Initiate	20 XP	+30 XP if from a different nation.

An apprentice has full access to the school's abilities. An initiate has rank 1 in each knack, but does not have the apprentice ability. To advance to apprentice level, pay the difference in XP cost.

Grand Mastery

Characters that master two combat schools may achieve Grand Mastery and thereby use both schools at once.

	Cost	Modifiers
Grand Mastery of Two Schools	80 XP	+10 XP for each sword knack (other than Exploit Weakness) they don't have in common. -20 XP if one school explicitly gives a discount to the other.
Grand Mastery of Three Schools	75 XP	Must have Grand Mastery of each two-school combination (all 3 of them) as a pre-requisite.
Grand Mastery of Four Schools	150 XP	Must have Grand Mastery of each two-school combination (all 6 of them) as a pre-requisite.

Arcana (PG 127 + PG 169)

An arcana is a guiding force behind your character's personality. An arcana can *only* be chosen at the time a character is being created.

A positive arcana is called a *Virtue* and costs 10 HP. A negative arcana is called a *Hubris* and gives you 10 HP.

<i>Virtue</i>	Game effect if activated using a Drama Die
Adaptable	Cancel effects of Surprise on self.
Altruistic	Reroll a failed test you attempted for helping someone else. Only once per test.
Comforting	Cancel effects of one level of Fear on party until end of Scene.
Commanding	Gain a Fear Rating of 1 for one Scene.
Courageous	Reflect the effects of Fear back from yourself to one of your opponents.
Creative	Get a hint/idea from the GM. Intended for beginner players.
Exemplary	Allow the rest of your group to use one of your Knack Ranks in a shared activity.
Focused	Transfer one Rank from one Trait to another for duration of Scene. Once per Scene.
Fortunate	Reroll any failed test whose TN is 20 or less. Once per test.
Friendly	Gain a Connection at some point within Scene. (Cost 2 Drama Dice)
Insightful	Determine which Arcana another Hero or NPC possesses.
Inspirational	+1 kept die to any other Hero's action.
Intuitive	Get a hint/information from the GM. (Activation is 1 XP. Activated only by GM. Get +2 XP per adventure)
Passionate	Double the number of kept dice for any one Action when saving life of loved one or friend.
Perceptive	Automatically succeed any Perception check
Perspicacious	Predict what a Villain or Henchmen's next Action will be.
Propitious	Lucky escape from current Scene. Affects whole party. Permanently reduces Drama by one.
Self-controlled	Cause any use of Repartee system against you to automatically fail.
Uncanny	Receive warning just before the next time your GM springs an awful surprise on you.
Victorious	Automatically score a Dramatic Wound. Use after hitting, but prior to Damage roll.
Willful	Prevent NPC's from using Drama dice when they are facing use in combat until end of Scene.
Worldly	You have one Rank in any Knack you do not have a Rank in until end of Scene.

<i>Hubris</i>	Game effect if activated by the GM using a Drama Die
Ambitious	You chase after power even if it's risky.
Arrogant	You show contempt or disdain for someone else.
Cowardly	You avoid or escape from doing something dangerous.
Envious	You covet something belonging to someone else and should attempt to get it.
Greedy	You try to get as much money as possible when divvying up loot, getting a bribe, etc.
Hedonistic	You relax your guard and have a good time.
Hot-headed	You fly off the handle and lose your temper.
Inattentive	You fail a Perception check, or get a -2 dice penalty to a Surprise check.
Indecisive	Discard an Action die from Initiative Pool during a timesensitive moment.
Judgmental	You jump to conclusions and form an unsubstantiated opinion of someone you've just met.
Lecherous	You give in to temptation.
Loyal	You go back for a fallen comrade, or avoid leaving their side in the first place.
Misfortunate	Reroll a successful test whose TN was 25 or higher. Cannot be used more than once per test.
Overconfident	You don't have any doubts about your capabilities.
Overzealous	You strongly defend one or your opinions, no matter how inappropriate the time and place.
Proud	You refuse an offer of aid.
Rash	You investigate something unusual even if it looks dangerous.
Reckless	You ignore any nagging feelings of worry or hesitation when confronted with danger.
Righteous	You don't have any doubts about the moral justifiability of your actions.
Star-crossed	You are shot with Cupid's arrow...again.
Stubborn	You are prevented from changing your mind.
Trusting	You lose any doubts about another person.

Advantages

Advantages are physical, mental, or social aspects of your character.

Advantages can normally only be purchased at the time your character is created. If you can work out with your GM a reason why your character would acquire the advantage during game play, it would normally cost XP equal to 3 times the HP cost, but the GM may alter this cost or deny access to the advantage.

Advantages that Affect HP expenditure

Advantage	HP Cost	Description
Academy <small>PG 158</small>	4 HP	Costs 2 HP if Eisen. Martial skills cost 1 HP (instead of 2 HP) each when first making the character.
Castillian Education <small>PG 158</small>	10 HP	Castille only. Civil advanced knacks for 1 HP (instead of 3 HP) per rank when first making the character. You can speak and read/write the Thean language. <i>(Gives a -5 to the cost of the Noble advantage.)</i>
Linguist <small>PG 163</small>	2 HP	Costs 1 HP if Vendel. All languages cost 1 HP less (or 3 XP less) to purchase with a minimum of 1 HP (or 3 XP) unless it starts at a cost of 0.
University <small>PG 166</small>	4 HP	Costs 2 HP if Castille. Civil skills cost 1 HP (instead of 2 HP) each when first making the character.

Knowledge Advantages ("what you know")

Advantage	HP Cost	Description
Accurate Archer <small>US 100</small>	3 HP	Costs 2 HP if Ussuran. You get +5 on all attacks made with a bow.
Accurate Slinger <small>CE 81</small>	3 HP	Costs 2 HP if Crescent (Ruzgar'hala). You get +5 on all attacks made with a sling.
Accurate Spear Thrower <small>IG 79</small>	3 HP	Costs 2 HP if Kanu. You get +5 to Throw (Spear).
Ajedrez Master <small>CE 81</small>	1 HP	You receive +5 on Gaming and Cheating rolls made when playing the game ajedrez.
Alchemist <small>IC 82</small>	10 HP	You are studying alchemy. The maximum value of one of your traits increases from 5 to 6.
Animal Affinity <small>US 100</small>	2 HP	Costs 1 HP if Ussuran. You get +5 on Animal Training rolls.
Architectural Awareness <small>SH 95</small>	1 HP	+1k0 for noticing concealed doors.
Area Knowledge <small>LV 82</small>	3 HP	You know an area very well. You get an extra unkept die on Ambush checks while in that area. You also get +5 on Chase rolls made in that area.
Armor Trained <small>CJE 66</small>	6 HP	4 HP if Cathay and has an Army Commission. Armour penalties are reduced (see table on CJE 84).
Barterer <small>US 100</small>	1 HP	You get +5 on Hagglng rolls.
Debater <small>RI 86</small>	2 HP	+5 on Oratory rolls for contested social rolls or verbal arguments.
Faith <small>PG 161</small>	5 HP	You're not sure what this does. Have faith!
Island Hideaway <small>WOB 103</small>	2-3 HP	You know an island that does not appear on anyone else's charts. If you spend 3 HP, then it has a reef you know but others make a Wits+Pilot TN 30 to get through.
MacEachern Heritage <small>AV 91</small>	10 HP	Avalon only. As a member of the MacEachern family, you know how to kill Sidhe... but they want you dead.
Nibelung <small>EN 98</small>	20 HP	Eisen only. You know how to forge and how to destroy Dracheneisen and have much power in Eisen. You begin with a 3k2 hammer.
Night Trained <small>MO 85</small>	4 HP	Lose only 1 kept die (instead of 2) in dim light. Lose only 2 kept die (instead of 4) in total darkness.
Pirate Trick <small>PN 96</small>	3 HP	Learn one Pirate Trick (see PN 94-95 for details).
Showmanship <small>US 102</small>	5 HP	3 HP if Fhidelí You have great timing and an ability to work crowds. Any action done in front of an audience that would earn a reputation point, earns an additional point. If a repartee roll succeeds, the success acts as if you had an additional Raise.
Spark of Genius <small>IC 85</small>	2 HP	You have an intuitive understanding of a given field and get +5 on rolls with that knack. Choose a knack with a mental or scholarly aspect, such Accounting, Astronomy, Singing, or Tactics.
Specialty <small>CM 25</small>	1-3 HP	Gain rank 1 in a knack not in any skill you have. 1 HP for a basic knack. 3 HP for an advanced knack. (May be purchased up to 3 times.)

Physical Advantages ("what you are")

Advantage	HP Cost	Description
Able Drinker PG 158	1 HP	Drinking liquor never affects your die rolls.
Age and Wisdom IC 82	1-2 HP	For 1 HP, your character starts as middle aged, 26 to 40 (-1 for kept dice on physical knacks, +1 on kept dice for mental knacks). For 2 HP, your character starts as old, 41 to 55 (-2 for kept dice on physical knacks, +1 on kept dice for mental knacks).
Appearance: Above Average PG 158	5 HP	+1 unkept die on social rolls.
Appearance: Stunning PG 158	10 HP	+2 unkept dice on social rolls.
Appearance: Intimidating SD 87	15 HP	+3 unkept dice on social rolls.
Appearance: Blessed Beauty SD 87	20 HP	+4 unkept dice on social rolls.
Bearsark VV 98	15 HP	Vesten only. You are immune to fear at all times. Prior to a battle, you may spend a drama die to go berserk. You enter a mindless rage that will not stop until all enemies are down. The rest applies while you are berserk... You froth at the mouth. You feel no pain and are immune to the effects of being Crippled (although you can still be knocked out or killed). Your Wits is reduced to 0. You gain +5 on all Brawn rolls (includes wound checks and damage rolls). You increase your Fear Rating to 1/3 your Panache (round up). It takes a Wits check of TN 5 (remember that Wits is 0) to identify friend from foe in combat. You age a week for every round of combat you are berserk.
Brilliant IC 83	3 HP	You get +1 unkept dice on Conception Checks (as per the Invention rules).
Cold Climate Conditioning US 100	2 HP	Costs 1 HP if Ussuran, Highlander, Vendel / Vesten, Khimal or Koryo. You take 1 less unkept die of wounds due to cold weather, but you take 1 extra unkept die of wounds due to hot weather.
Combat Reflexes PG 159	3 HP	May re-roll one initiative die each combat round.
Dangerous Beauty PG 160	3 HP	+2 unkept dice on seduction rolls.
Double Jointed CJE 67	1 HP	Immune to damage from Joint Lock on your fingers, and you get two Free Raises to escape from such a Joint Lock Free Raise to Wound Check if you are disarmed when using a sword with fencing ring grips.
Eagle Eyes PN 95	2 HP	+10 on perception checks at a distance.
Firm Grip SG 98	2 HP	You receive +5 on rolls involving your Brawn when determining if you can hold onto something. This does include grapple, bind, and resisting a disarm.
Guardian Angel CP 88	4 HP	Someone is looking out for you. You may spend a drama die to force an opponent to re-roll a successful attack on you or to re-roll an active defense against a trap or other hazard.
Guardian Family KM 67	2 HP	Vodacce only. You have a resistance to Sorte magic. The TN of any Sorte effect used against you is increased by 5.
Handy IC 83	3 HP	You can make things well. You get +5 on Construction Checks (as per the Invention rules).
Keen Senses PG 162	2 HP	Costs 1 HP for Archipelago characters. +1 unkept die for skill checks involving your senses.
Indomitable Will PG 161	3 HP	Costs 1 HP if Rose and Cross. +2 unkept dice on contested social rolls.
Large PG 162	5 HP	Costs 3 HP if Vesten. +1 unkept die on damage and Intimidation rolls. (You cannot also get the Small advantage.)
Left-Handed PG 162	3 HP	Costs 1 HP if Vodacce. +1 unkept die on attack rolls with left hand. Your right hand is your off-hand.
Legendary Trait PG 163	3 HP	Costs 1 HP if Avalon. You may raise one trait of your choice to 6 by spending experience. (You can only get this for one trait.)
Lightning Reflexes SG 92	4 GP	When you use an interrupt action to make an Active Defense, it costs you one less action die (minimum 1).
Man of Will EN 96	25 HP	You are immune to mind-altering magic (sorte, runes, sidhe, etc.), effects of the repartee system, and the effects of fear. You do not take penalties when Crippled. You may not take a Hubris, but you may take a virtue at a cost of 5 HP. (A character with any sort of magical ability cannot take this.)
Miracle Worker CA 103 CP 88	5-15 HP	For each 5 HP, get 1 Miracle die per story. At end of story, get 2 XP for each unspent die. GM spends the dice to give benefits to the character. Examples of benefits are on CA 103-104.
Odd Sleeping Habits IC 83	1 HP	You can sleep at odd times and get by with less sleep. You get +5 on Research knack rolls.
Natural Aptitude CJE 70	6-10 HP	6 HP for basic knack 7 HP for advanced knack 10 HP for sorcerous knack Choose one knack; no untrained penalty, and can declare raises after rolling. This advantage can only be taken once.
Pain Tolerance US 102	4 HP	Costs 3 HP if Ussuran. You can take an additional dramatic wound before becoming crippled. This does not change the number of wounds necessary to make you unconscious. You also get +5 on rolls to resist interrogation based on torture.

Advantage		HP Cost	Description
Poison Immunity	VO 98 SD 87	1 HP	You may ignore all effects of a single type of poison. You may purchase this advantage as many times as you like for different poison types.
Righteous Wrath	CP 95	5 HP	You must also have the Inquisition advantage. You cannot also have the Miracle Worker advantage. Each story you receive 2 miracle dice. These dice can be spent as follows (cannot use any except Vanishing Act on someone with Faith advantage): Silver Tongue = +2 kept dice on one social roll. Gaze into the Abyss = Make a contested resolve check and you get +10. You gain a fear rating against that person of 1 for every 5 you won the check by. Fanatic Strength = +3 Brawn for one action. Piercing the Veil = You automatically detect a lie. Untapped Reserves = When you have no drama dice you can spend a miracle die to get 2 drama dice. Vanishing Act = With a distraction can disappear without a trace.
Sensitive Bones	US 102	2 HP	You get +1 kept die on Weather rolls.
Sidhe Blood	AV 91 SD 87 SBN 38 PG 165	1-8 HP	Avalon or Sophia's Daughters only. See below for possible advantages.
Small		2 HP	Costs 1 HP if Cathayan or Kanu. +1 unkept die on Stealth and Shadowing rolls. -1 die on first damage roll each combat. <i>(You cannot also get the Large advantage.)</i>
Toughness	PG 166 CM 6	5 HP	Costs 3 HP if Ussuran. +1 kept die on wound checks.
Unbound	VO 99	15 HP	Male Vodacce only. All fate strands attached to you are court cards, so Fate Witches cannot affect you. You have a Fear Rating of 2 when facing Fate Witches.
Undead	WOB 103	15 HP	Villains and Henchmen only. Get Unnerving Countenance(Ugly) free. The Brawn result on your Wounds checks are multiplied by 2. Immune to exhaustion and poison. Successful attacks on you by someone with Faith causes an automatic dramatic wound. +2 HP = Bloated. When you take dramatic wound, others in melee range make Resolve roll TN 20 or lose next action die. +1 HP = Claws and Fangs. Do 1k2 barehanded damage. +3 HP = Demon Eyes. +1 Fear Rating. +1 HP = Emaciated. Same as Small advantage. +1 HP = Headless. Cannot taste, smell, or talk. +5 on wound checks. +1 HP = Missing Limbs. -10 on rolls using that limb. Can attach a limb for duration of an act, giving +2 Fear Rating. +2 HP = Revolting. Unnerving Countenance(Hideous) for free. Can spend one action each turn to get a +1 Fear Rating that turn. +2 HP = Skeletal. +10 to passive defense. All damage done to you is doubled.
Unnerving Countenance: Below Average	SD 89	2 HP	-1 unkept die on all social rolls except those that benefit from looking unpleasant (in which case it is +1k1 instead).
Unnerving Countenance: Ugly	SD 90	4 HP	-2 unkept die on all social rolls except those that benefit from looking unpleasant (in which case it is +2k2 instead).
Unnerving Countenance: Hideous	SD 90	6 HP	-3 unkept die on all social rolls except those that benefit from looking unpleasant (in which case it is +3k3 instead). You may spend an action to get a +1 Fear Rating (does not compound if you do this again). <i>(You cannot also take an Appearance advantage.)</i>
Warm Climate Conditioning	CE 90	2 HP	Costs 1 HP if Archipelago, Crescent, Tashil, Tiakhar. You take 1 less unkept die of wounds due to warm weather, but you take 1 extra unkept die of wounds due to cold weather.
Zodiac Sign	CE 90	2 HP	Crescent only. Your destiny is guided by your sign. March 20 – April 20 = +1 on Vendel/Vesten investment rolls. -1 drama die per story. +5 on TN of attempts to distract you. April 21 – May 21 = +1 on TN of attempts to taunt you. -5 on TN of attempts to charm you. May 22 – June 22 = -2 cost on Faith advantage. +5 on TN to intimidate you. You must always declare a raise for extra damage when attacking. June 23 – July 24 = You complete lengthy tasks in 3/4 time. -5 on TN to taunt you. July 25 – August 25 = +5 on attempts to intimidate others. August 26 – September 26 = Once per scene you may roll any number of drama dice. Odd dice are lost. Even dice grant you an extra drama die. September 27 – October 26 = Free Commander skill. The Leadership knack is basic for you. October 27 – November 26 = You age slower (33=Middle, 55=Old, 70+2k2=Die). November 27 – December 26 = When crippled, up to one die per roll explodes normally. December 27 – January 20 = +5 on attempts to charm others. January 21 – February 20 = +1 experience and -1 reputation at the end of each story. February 21 – March 19 = +5 on TN to taunt you or others with you. -5 on TN to intimidate you.

Career Advantages ("what you do")

Advantage	HP Cost	Description
Acalde CA 103	4 HP	Castille only. Member of Castillian police force (like a sheriff).
Church Guard CP 88	2 HP	To take this advantage, you must have Wits 2+, Resolve 2+, membership in either the Rossini or Swords of Solomon schools, Wrestling skill, rank 3 or better in each of Attack and Parry for your school's weapon, and at least a 2 point vow background for an oath to defend the church. All your needs are taken care of. You can claim sanctuary in any church.
Cloistered CP 87	4 HP	You may not also have the Ordained advantage. You grew up in a monastery or nunnery. You took a vow to abstain from one of the 7 deadly sins (typically poverty, chastity, and humility). You get <i>Monk</i> skill for free. You get +10 on rolls to resist breaking your vow. You no extra income but you start with 30g.
Commission Corporal / Sailor Sergeant / Mate Lieutenant / Petty Officer Captain / Lieutenant PG 132 PG 159 WOB 102	2 HP 4 HP 6 HP 8 HP	-2 HP to cost for Montaigne (minimum of 1 HP). Military members have allies in the military, are well equipped, and have influence in their country. Navy members have a revenue stream of: 10g/month (2 HP), 25g/month (4 HP), 60g/month (6 HP), 90g/month (8HP). Army members have a revenue stream of: 8/month (2 HP), 20g/month (4 HP), 50g/month (6 HP), 75g/month (8HP). For +1 HP, you can get a special commission in Castillian Navy (get Sailor skill free), Crescent Corsairs (welcome in Crescent), Mercenary Company, Merchant Marine (Merchant Guild membership), Montaigne Navy (get Courtier skill free), Sea Dogs (+5 on repartee actions in Avalon), Vodacce (Spy skill free).
Elaine's Knight AV 91	4 HP	Avalon only. All needs are taken care of by the Queen and your fellow Knights are allies. See AV 97-98 for details.
Fencing Academy SG 92	1-20 HP	Swordsman's Guild member cost is at -1 (minimum 1). You run a combat training academy. See SG 92-93 for details.
Gentry MO 83	8 HP	Montaigne only. Costs 4 HP if have Sorcery. You are an unlanded noble. You start the game with 10,000g, but you have no income. You get +5 on <i>Mooch</i> knack rolls.
Governor VO 97	6 HP	Vodacce only. You control a portion of the Vodacce mainland. You start the game with 1,000g and have a 50g/month income. You may attempt to embezzle with Wits+Accounting against a TN of 5 + 5 per 50g embezzled.
Inquisition CP 94	2 HP	GM permission only. You are a member of the inquisition. You receive 100g/month.
Iron Guard EN 96	4 HP	Eisen only. You are a member of an Eisenfurst's Iron Guard. Your needs are taken care of and you are paid 20g/month. See EN 96-98 for requirements and other details.
Jarl VV 99	8 HP	Vesten only. You cannot also take the Thrall advantage. You are an unlanded, untitled member of the warrior caste. You hold a rank similar to a lieutenant. You start the game with 500 g and have a monthly income of 100 g.
Lord's Hand VO 98	4 HP	Vodacce only. Requires Wits=3+, Panache=3+, at least 3 martial skills, and at least 10 HP spent on Courtier knacks. You work for a Prince and perform actions in his name. All needs are taken care of by the Prince.
Membership: Tiakhar Volunteer Navy CJE 70	4 HP	Costs 3 HP if Tiakhar. You know all the codes the pirates use. If you encounter a Tiakhar pirate, roll 1d10: 1-2: You were in a fight with him once 3-4: You have never heard of him 5-6: You have seen him before, but not spoken to him 7-8: You served with him once, and got along OK 9-10: You served with him many times, and are friendly
Merchant Guild PG 132 PG 164	4 HP	You are a Journeyman (above apprentice) with your own shop and revenue (of professional rank in dice keep 2 each month). You can join multiple guilds, but you gain income from only one each month.
Merchant Patron VV 99	1-5 HP	Costs 1 less if Vendel. You are part owner in a merchant enterprise. You put money in regularly and earn profits. You earn 5g/month (1 HP), 10g/month (2 HP), 20g/month (3HP), 32g/month (4 HP), 40g/month (5HP).
Musketeers PG 164	4 HP	Montaigne only. All needs are taken care of by the Empereur. Your fellow musketeers are allies.
Noble PG 132 PG 164	10 HP	Costs 5 HP if have Sorcery, Dracheneisen, or Castillian Education. Your family is not only of noble blood, but is in good standing. You have a manor house, one seneschal, 10 staff, and small population of serfs. You have a revenue of 500g/month.
Ordained PG 132 PG 164	4 HP	You are a priest in the Church of the Prophets. You get the <i>Scholar</i> skill for free. You get +5 on social rolls with adherents to your faith. You have a revenue of 30g/month.
Patron PG 132 PG 165	2 - 8 HP	You have a patron who provides you a revenue stream of: 10g/month (2 HP), 20g/month (3 HP), 40g/month (4 HP), 80g/month (6 HP), or 160g/month (8 HP).
Patron Saint CP 89	3 HP	As long as you properly honor a specific saint, you gain the benefits that saint grants. See the table on CP 90 for sample saints.

Advantage	HP Cost	Description
Roving Don CA 104	6 HP	Castille only. Take this instead of Noble. You start with 6,000 g, but have no monthly income and spend 50 g/week to maintain your lifestyle. You become a full noble if your lands are reclaimed.
Stelets US 101	4 HP	Ussura only. You are one of the Gaisus' elite guards. You must have Brawn 3+, Resolve 3+, Survival knack 2+, at least 3 martial skills, and 10+ HP spent on Hunter knacks. Your needs are taken care of and you have a 20g/month income.
Tenure IC 85	2 HP	You have a permanent position at a university. You get 15g/month even when on sabbatical. Choose a university. Some are listed on IC 85.
Thrall VV 100	1 HP	Vesten only. You cannot also take the Jarl advantage. You are a free man of the Thrall class. You gain the Servant skill for free and start the game with 5 g.
Tyomny US 101	2 HP	You are one of the Ussuran province of Somojez's Dark Guards and your role is to protect the province and the orthodox church. You must have Wits 2+, Resolve 2+, Ordained advantage, Attack(Fencing) 3+, Parry(Fencing) 3+. Your needs are taken care of.
Yeniceri'i CE 81	3-9 HP	Crescent only. The cost of this advantage is one higher than the equivalent Commission advantage for the same rank. You have rank in the Suldan's personal bodyguard. In addition to rank, you gain one free martial skill.

Social Group Advantages ("who you know")

Advantage	HP Cost	Description
Close Family Member MO 83	1-10 HP	Montaigne only. You can call on a close family member once every 3 months for assistance. Scholar (1 HP), Priest / Sorcerer (2 HP), Courtier / Skilled / Society Member / Merchant (3 HP), Duelist (4 HP), Commander (5 HP), Head of Family (10 HP). <i>(This advantage can be purchased up to 3 times, each for a different person.)</i>
Connection PG 159	1-3 HP	You may have a number of connections equal to your Panache. Informant (1 HP) = A person who will help if paid. Confidant (2 HP) = A person you trust, but would not risk their life for you. Ally (3 HP) = A close friend who would walk through fire for you. You may also purchase these for 2 XP per HP. For +2 HP, the connection owes you a favor or money.
Cymbr Connection VO 97	3 HP	You have earned the trust and friendship of the wandering Cymbr people (in Vodacce). You know the locations they can be located at and the signs used to communicate.
Extended Family CA 103	5 HP	Castille only. You have family spread around. Roll less than target number on 1 die to find a relative nearby. If fail, must travel 100 miles before trying again. 10=Home Castillian province, 9=Other Castillian province, 8=Vodacce, 7=Eisen Vaticine province, 6=Eisen Objectionist province, 5=Avalon, 4=Vendel/Vesten, 3=Montaigne, 2=Crescent Empire, 1=Ussura.
Eyes of the Peacock CE 86	4 HP	Crescent only. You are a member of the sultan's spy network.
Fhideli Connection US 100	3-5 HP	You have spent time in Ussura and were adopted by the Fhideli. The points spent equate to the trust level: 3=A trusted friend, 4= Adopted into a family and learned Fhideli ways, 5= Adopted into a family and learned the deep secrets.
Friend at Court MO 83	1-3 HP	Works like a <i>Connection</i> , but gives 3 "like" or "usefulness" points in court per HP spent. <i>(This advantage can be purchased up to 3 times, each for a different person.)</i>
Qatihl'i Membership CE 86	5 HP	Crescent NPC only. Cost is 4 HP for Yilan-bazlik. You are a member of the assassin cult Qatihl'i. The sorcery Ad'a is available to you. You receive -10 reputation.
Razors SG 92	5 HP	You must be a master of at least one sanctioned sword school and be in good standing with the Swordsman's Guild to buy this. Your cost to purchase Exploit Weakness(School) knacks is at -1 XP per rank (cumulative with other bonuses).
Rose and Cross Patron RC 28 RC 76	0 HP	Costs 5,000g/year for patron status and the protection that comes with it. As a patron, the Rose and Cross will protect you, but you must aid them as well.
Secret Society Membership Die Kreuzritter Explorer's Society Invisible College Los Vagos Rilasciare Rose and Cross Sophia's Daughters Vendel League Lung Yin (Shadow of a Dragon) Jing Chiang Tuan (Golden Coin Society) Haathi ke Lokh (Elephant People) Hei Jing Hu (Black Metal Tigers) PG 164 CJE 68	5 HP	You can only join one secret society! Die Kreuzritter: PG 84, GM 127-128, VK 4 Explorers: PG 84, GM 126 -127, LF 46 -64, SF 52-63, AH 54 -63, VK 4 Invisible College: PG 81-82, VK 4, IC 1-128 Los Vagos: GM 126, CM 21, LV 1-128, VK 5 Rilasciare: PG 83-84, GM 128-129, VK 5 Rose and Cross: PG 82 -83, GM 127, RC 1-128, VK 4 Sophia's Daughters: CN0 3, CM 21, VK 5 Vendel League: CN0 3, VK 5 Lung Yin (Shadow of a Dragon): CJE 68 Jing Chi ang Tuan (Golden Coin Society): CJE 68 Haathi ke Lokh (Elephant People): CJE 68 Hei Jing Hu (Black Metal Tigers) CJE 68
Sidhe Ally AV 91	2 HP	You have an ally in the Sidhe court. You can count on him, but he'll count on you and his troubles can be bigger.

Advantage	HP Cost	Description
Social Club <i>Venerable Order of Esteemed Gentlemen</i> <i>Mode du Lac</i>	MO 86 3 HP	Member of a special social club. <i>VOEG</i> ^(MO 86) = Wealthy people who gamble a lot. Minimum income of 200g/month and savings of 10,000g. <i>Mode du Lac</i> ^(MO 86) = Fashion dictatorship of Montaigne. Minimum 3 Panache, 3 Fashion, 100g/month income or 5,000g savings. +10 on Fashion rolls.
Swordsman Guild	PG 164 3 HP	<i>Free to many members of a Swordsman school.</i> You can legally challenge someone to a duel. You have rank 0 in all Exploit Weakness(School) knacks, and you can improve your rank. The cost to increase these knacks is -1 XP per rank if the school is sanctioned.
Unseelie Ally	SBN 2 HP	<i>Avalon only.</i> You have gained a favour from an Unseelie Sidhe. You have one fewer reputation dice when dealing with the Seelie.

Social Advantages

Advantage	HP Cost	Description
Citation	PG 159 4 HP	+10 reputation points. <i>(You cannot also get the Scoundrel advantage.)</i>
Evil Reputation	PN 95 13 HP	For villains only. Once per scene, may spend 1 drama die for a +2 Fear Rating until end of scene, or for -20 reputation until end of scene.
Foul Weather Jack	PG 161 5 HP	One free 4 HP background. If it is resolved, you get another one for free.
Gesa	AV 94 3-6 HP	You are under the effect of a lesser (3 HP) or greater (6 HP) Gesa, that gives an +1 XP per story as long as you follow the requirement. See AV 98-100.
Home Neighborhood	FR 93 2 HP	You have a home neighborhood in a specific city. You get +5 on social rolls in this area and have Streetwise knacks at rank 5 while in this area.
Local Hero	FR 93 2 HP	You receive one extra reputation die while in a specific city due to an action performed there in the past.
Man of the Cloth	CP 88 2 HP	You must have either the Ordained or Cloistered advantage. You gain 5 reputation points. You are known for piety and wisdom.
Old Name	VV 100 2 HP	Vesten only. You have an honored name among the Vesten. You gain 6 reputation (or lose 6 reputation if you have the Scoundrel advantage).
Past Services	KM 67 3 HP	Costs 2 HP for members. You have performed some noteworthy service for an organization with a Membership advantage. When dealing with that organization your Reputation is 20 points higher.
Published	IC 83 1-2 HP	You have had your work published, which gives you +5 reputation per point spent and a bonus of 10g money (one time) per point spent.
Scarovese	VO 99 1-3 HP	You have studied the works of Cristoforo Scarovese so you can manipulate politics. 1 HP = your reputation can drop to -40 without becoming an NPC. 3 HP = your reputation can drop to -50 without becoming an NPC.
Scoundel	PG 165 3 HP	-10 reputation points. You get the <i>Streetwise</i> skill for free. <i>(You cannot also get the Citation advantage.)</i>
Vendel League Seat	VV 100 8 HP	Costs 5 HP if Vendel. You secured a voting Seat in the Vendel League. You gain 10 reputation and have a 100 g/week income while you have this seat.

Follower Advantages ("who works for you")

Advantage	HP Cost	Description
Bodyguard	VV 98 7 HP	Costs 6 HP for Vendel. A 75 HP henchman with a Swordsman School of your choice.
Castillian Squire	CA 103 7 HP	Costs 6 HP for Castillians. A henchman with rank 2 in all traits + 20 HP to spend. Has 3 "knacks of expertise" that allow master to act at +1 rank in that knack when assisting.
Cathayan Servant	CJE 66 6 HP	Costs 5 HP for Cathayans. A 75 HP Henchman with 3 Ranks in all Cao Yao knacks
Crescent Servant	CE 85 6 HP	Costs 5 HP for Crescent. A 75 HP henchman with the Linguist advantage and 15 points of languages.
Drago	VV 99 6 HP	Costs 5 HP for Vendel. A 75 HP henchman with 3 in all Guide knacks.
Eisen Bodyguard	EN 95 6 HP	Costs 5 HP for Eisen. You have a loyal 75 HP henchman with an Eisen swordsman school.
Montaigne Servant	MO 85 5+ HP	Montaigne only. <i>Bodyguard</i> = 5 HP (B=2, F=2, W=2, R=2, P=3. Fencing+Knife+Firearms knacks at 3. Plus 25 HP with no civil knack above 2). <i>Lackey</i> = 5 HP (B=2, F=2, W=2, R=2, P=3. Servant knacks at 3. Plus 25 HP with no martial knack above 2). <i>Porte Messenger</i> = 5 HP (B=2, F=2, W=2, R=2, P=3. HalfBlooded Porte with Bring knack at 4). +3 HP = +1 to maximum for martial knacks. +1 HP = Streetwise skill (+1 kept die) and 5 in Socializing. +3 HP = Extremely loyal. +1 HP = Sycophant (worships you). +2 HP = Very organized.

Advantage	HP Cost	Description
Rucken EN 99	8 HP	Costs 6 HP for Eisen. You have a loyal 100 HP henchman. If you betray him, he becomes a 3 point Nemesis.
Servant(s) PG 165	3 HP	Each time you buy this advantage you get either one Henchman (50 HP character designed by the GM) or six Brutes (at threat level 1).
Steppes Pony CJE 70	3 HP	Cathay only; costs 2 HP for Xian Bei. You have a special horse that acts as a Henchman. See CJE 70 for stats.
Vesten Bought-Man VV 102	7 HP	Costs 6 HP for Vesten. You have a totally loyal warrior guard. This is a 75 HP henchman with a Vesten Swordsman school.
Vodacce Valet VO 100	6 HP	Costs 5 HP for Vodacce. You have a 75 HP Henchman who also has 3 in all Criminal knacks. This is a valet who is both servant and knowledgeable in politics.
Windrunner CE 90	3 HP	Crescent only. You have a special horse that acts as a Henchman. See CE 90 for stats.

Item Advantages ("what you have")

Advantage	HP Cost	Description
Bought Weapon VV 99	+2 HP	Vendel only. You can purchase a special weapon of any type other than Dracheneisen. The cost is 2 HP more than the normal cost for that weapon.
Castillian Blade CA 102	2-6 HP	All blades are 2k2 fencing weapon. Cost reduced by 1 HP for a blade from a Castillian's home province. Aldana (6 HP) = Lower one action die by 1 at the start of each round. Gallegos (3 HP) = +2 to attack rolls. +5 TN to resist breaking the blade. Soldano (6 HP) = +2 to all fencing die rolls. +5 TN to resist breaking. Torres (3 HP) = +3 to damage rolls. Zepeda (2 HP) = +1 to attack and damage rolls.
Inheritance PG 161	1-10 HP	500g per HP spent. Alternately, you may get an item (see PG 161).
MacEachern Weapon AV 91	5 HP	You have a MacEachern blade (any from knife to claymore). It can kill Sidhe, but they will want to kill you.
Pattern-Welded Steel Weapon CE 86	5-9 HP	Crescent only. Cost is -1 if also have Noble advantage. Cost is -1 for each previous time you have taken this advantage. You have a pattern-welded weapon that gets +3 on all rolls (attack, damage, parry, sword knacks). It also gets +5 TN to resist breaking. The cost is 6 HP (knife), 7 HP (fencing sword or hand axe), 8 HP (heavy weapon), 9 HP (polearm).
Personal Relic CP 90	3 HP	A relic has passed into your possession. Once per scene you may invoke it to add one unkept die to a die roll. You can do this twice per scene if you have the Faith advantage.
Property FR 93	X HP	You own property somewhere. This costs 1 HP for every 5,000g of value.
Puzzle Sword MO 86	2-10 HP	Montaigne only. Roll on table on MO 93. Sword and cost are random.
Research Library IC 83	1 or 3 HP	You have a small library. Anyone spending a month studying gets 1 XP to spend on a Civil knack. This may be done once per story (no matter how many libraries are visited). The library gives +5 on a Conception Check (as per the Invention rules) if you spend more than half of the invention time in the library. If you only spent 1 HP, there is a 20% chance that you get a -5 instead.
Rune Weapon VV 100	1-8 HP	Vesten only. You have a weapon inscribed with a rune. The cost is 4 HP for one that adds dice or 1HP + 1HP per raise on ones that affect weather. This is for a single use rune. Permanent runes cost twice as much.
Ship CM 26	10 HP 15 HP 20 HP	Multiple characters may chip in for a combined advantage. You have a ship built with the specified number of points (10, 15 or 20).
Sidhe Weapon AV 94	2-5 HP	Avalon only. -1 HP cost if have Sidhe Blood with Good Standing. Dagger (2 HP) = 2k2 weap on (1k2 away from Avalon) and you can lower one action die by 1 each round. Sword (4 HP) = 4k2 weapon (3k2 away from Avalon) and you can lower one action die by 1 each round. Bow & Arrows (3 HP) = Bow string never breaks and the 6 arrows can always be retrieved. Those struck a killing blow go to sleep for 1 day to 100 years. Spear (5 HP) = 6k2 weapon (5k2 away from Avalon); uses Polearm skill.
Syrneth Artifact PN 96	1-5 HP	You get one artifact. Samples on PN 96-97.
Trained Spider VO 100	2 HP	Costs 1 HP for Fate Witch. You have a trained spider (Brute with threat rating 1). It is a pet with a special ability. See VO 100-101 for sample spiders.
Twisted Blade VO 99	2 HP	You have a weapon with 1 destiny die granted to it by a Fate Witch. You can purchase this multiple times and up to 5 times for a single weapon. Destiny dice may be added before any roll with the weapon to add 1 kept die to the roll. They refresh at the start of each act.

Sidhe Blood Advantage (SBN 38)

You can buy Sidhe blessings and curses with HP. Blessings cost HP, Curses give you HP back.

Blessings

Blessing	HP Cost	Description
Existing Advantage	1-16 HP	You can take one and only one of the following advantages: Appearance (above average): 4HP Appearance (stunning): 8HP Appearance (intimidating): 12HP Appearance (blessed beauty): 16HP Dangerous Beauty: 2HP Keen Senses: 1HP Large: 4HP Small: 1HP Unnerving Countenance (below average): 1HP Unnerving Countenance (ugly): 3HP Unnerving Countenance (hideous): 5HP
Child of the Earth	2 HP	You can sense impending earthquakes. <u>Falling damage is treated as being one category softer.</u>
Child of the Sea	3 HP	You can sense impending storms When drowning, your Resolve is 3 higher than normal.
Child of the Sky	3 HP	Once per act you may use a Glamour knack without paying a DD.
Good Standing	2 HP	You receive one extra Reputation Die when dealing with the Sidhe court. You may purchase the Sidhe Weapon advantage at a 1HP discount.
Immortal	5 HP	<i>Sidhe, Fallen Sidhe only</i> You are immune to the effects of aging.
Slow Aging and Immunity to Disease	2 HP	You age at half the normal rate, and are immune to all diseases (including the White Plague).
Smell Glamour	3 HP	You smell a distinctive odor when someone uses a Glamour knack within 30ft.
Variable Features	3 HP	You may spend a DD to alter your facial features; make a Panache roll, the result of which is the TN for others to recognize you. You cannot imitate a specific person, disguise your scent or voice, or create or eliminate scars, birthmarks or missing body parts.

Curses

Curse	HP Cost	Description
Cold-Hearted	2 HP	You may never experience True Love; any romances in which you get involved must end by the beginning of the next story. Each completed romance lowers your Reputation by 3, and you begin with a 2-point Lost Love background, from which you never receive XP.
Diurnal	2 HP	When you are not in direct sunlight, your rolls are at a -2k0 penalty. You cannot take the Nocturnal curse.
Gifts	2 HP	When you accept a gift, you must repay the favour as soon as possible. For each day you do not, you gain a -1k0 penalty to all your rolls.
Huge Appetite	1 HP	You eat twice as much as normal, and to turn down food you must make a Resolve check: Snack: TN 5 Small meal or drink: TN 10 Medium size meal: TN 15 Large meal: TN 20 Feast: TN 25
Iron Susceptibility	1 HP	Cold Iron weapons do +1k0 damage to you. MacEachern weapons do +1k1 damage to you.
Iron Vulnerability	2 HP	You are at a penalty of -1k0 to all rolls when touching Cold Iron until the end of the Scene. Cold Iron weapons do +1k1 damage to you. MacEachern weapons damage you like a Sidhe.
Mischievous	2 HP	If you do not play at least one prank a day, all your rolls are at a penalty of -1k0 per day since you played a prank.
Nocturnal	1 HP	When you are in direct sunlight, your rolls are at a -1k0 penalty. You cannot take the Diurnal curse.
Running Water	1 HP	You cannot cross running water without a bridge.
Sea Bound	2 HP	When you are more than 10 miles from a body of salt water, your rolls are at a -2k0 penalty.

Examples

Advantage	HP Cost	Description
Selkie Blood (MacCodrum Heritage)	5 HP	Blessings: Appearance (stunning), Child of the Sea, Slow Aging and Immunity to Disease Curses: Cold-Hearted, Iron Vulnerability, Sea Bound
Pooka Blood	2 HP	Blessings: Slow Aging and Immunity to Disease, Variable Features Curses: Mischievous

Die Kreuzritter Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Die Kreuzritter Membership ^{DK 74}	5 HP	You get 100g at the start of any mission for the order. You get one special item from "bag of tricks" (DK 76) at start of any mission. You may get access to areas sealed by the church. May act as ordained priests. +2 unkept dice on resisting torture or interrogation. Faction advantage depends on faction: - <i>Assassins</i> : -2 cost on Nightblade advantage. - <i>Phantom Guard</i> : -2 cost on Nacht sorcery. - <i>Town Guardians</i> : -2 cost on Acolyte advantage. - <i>Vigilants</i> : -2 cost on Blessing advantage.
Acolyte ^{DK 71}	3 HP	Die Kreuzritter only. You are training a loyal 60 HP henchman. Accumulates XP at the same rate as the hero. Can try a solo mission to become a knight (DK 72).
Blessing ^{DK 72}	3 HP	Die Kreuzritter only. Only if no Sorcery or Shamanism. All damage dealt to you is reduced by 1 flesh wound.
Nightblade ^{DK 72}	6 HP	Die Kreuzritter only. You can call forth a stiletto (0k2 knife with +1 unkept die on attack) made of shadow that is not blocked by physical objects, so it cannot be parried or used to parry with. You can dispel it at will. You cannot throw the blade. You lose the blade for 1 hour if it is touched by sunlight. You have a 1/2" diameter black spot on your palm. Acquiring this advantage causes loss of all Sorcery other than Nacht. This advantage can be cancelled by things that cancel Sorcery.
Sanctuary ^{DK 72}	1-10 HP	Die Kreuzritter only. <i>You have founded your own Sanctuary. See DK72-74 for details.</i>

Explorer's Society Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Explorer's Society Membership ^{ES 17-19}	1-7 HP	Different levels of membership are available: 1 HP: Trade Sea 2 HP: Frothing Sea 3 HP: La Boca 4 HP: Forbidden Sea 5 HP: Mirror (at this level and above, you gain the Archaeologist skill for free and Synchrony Lore is considered a basic knack for you) 6 HP: Corridors of Flame 7 HP: 7 th Sea Council (reserved for NPCs)

Invisible College Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Invisible College Membership ^{IC 78}	5 HP	You get an annual stipend of 10-100g. You start with two free 1-point Connection advantages to your two links in the Chain of Knowledge. You can increase the connection by spending points. You treat the Astronomy and Natural Philosophy knacks in the Scholar skill as if they were basic knacks. You understand and can spot the Math Code and Music Code. You can't translate them without Mathematics (2) or Music (2) and without knowledge of the sender's variation.
Protégé ^{IC 81}	2 HP	Invisible College only. You have a 50 point henchman as a student who is assisting your research. This henchman gains experience along with the player and graduates upon when you decide he does or when he has 51 XP.
Secret Laboratory ^{IC 83}	1-17 HP	Invisible College only. You have your own secret laboratory. See IC 83-84 for details.

Los Vagos Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
El Corazon (Membership) ^{LV 72}	7 HP	You are a leading member of Los Vagos and help set policy. You may request to wear the Mask of El Vago. You can draw upon fellow Los Vagos for support and shelter. You are expected to financially support Los Vagos efforts. You know how to contact one of the Inner Circle members (3 pt Connection) If you have Athlete skill, you get 1 rank of Break Fall and 1 rank of Leaping. When acting for Los Vagos, you get +1 reputation die per story.
Affiliated (Membership) ^{LV 73}	5 HP	You are a regular member of Los Vagos. You can draw upon Patrons of Los Vagos for support and shelter. Your expenses are paid for while in Castille via aid from Los Companeros. You know how to contact one of El Corazon (2 pt Connection) If you have Athlete skill, you get 1 rank of Break Fall and 1 rank of Leaping.
Unaffiliated (Membership) ^{LC 73}	3 HP	You are a low ranking member of Los Vagos. You can draw upon Patrons of Los Vagos for support and shelter. Your expenses are paid for while in Castille via aid from Los Companeros. You know how to contact one of the Affiliated. If you have Athlete skill, you get 1 rank of Break Fall and 1 rank of Leaping.
Patron (Membership) ^{LV 74}	3 HP	You are a Noble patron of Los Vagos. You provide financial support. You can draw upon Los Vagos for support and shelter. You know how to contact one of El Corazon or one Affiliated (2 pt Connection).
Companero (Membership) ^{LV 74}	2 HP	You are a quiet supporter of Los Vagos. You help the other members when they need it and receive payment (when you choose to accept it).
Independent Cabal ^{LV 75}	1-10 HP	Los Vagos only. You have your own Los Vagos group. See LV 75-77 for details.

Rilasciare Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Rilasciare Membership ^{RI 76}	5 HP	You may add +1 unkept die to a Resolve roll once per scenario. You can acquire normal personal weapons without cost. You may use the courier network to move messages with absolute secrecy. Free 2 HP <i>Connection</i> advantage with another cell member. Faction advantage depends on faction: - <i>Freeman</i> : Once per scene you can spend a drama die to know how to humiliate a villain or henchman after observing for one day. - <i>Freethought</i> : Free read/write native language plus -1 HP on another language. - <i>Guerrilla Alliance</i> : Can get <i>Arson</i> and <i>Bomb Making</i> skills for 1 HP each. May add 1 to number of phases on a grenade fuse. - <i>Liberation Guild</i> : If buy <i>Criminal</i> skill, start with Lockpicking at rank 1. - <i>Oppositionists</i> : Can spot sorcerers as if Wits +1. - <i>Couriers</i> : Always receive traveling money to cover expenses.
The Bargainers' Secret ^{RI 86}	4 HP	Rilasciare only. You know the secret behind sorcery. Sorcery directed at you have a +5 TN.
Rilasciare Cell ^{RI 88}	10 HP	Rilasciare only. You can create your own Rilasciare Cell. See RI 88-90 for details.
Safehouse ^{RI 86}	3 HP	Rilasciare only. You know the location of a safehouse. See RI 80-83 for more info.
Uppmann's Coat ^{RI 87}	2 HP	Rilasciare only. You have a trick coat. See RI 87 for options.

Rose and Cross Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Rose and Cross Membership ^{RC 70}	5 HP	The knight you served under as a Tyro can provide guidance. Sorte sorcery has a +10 TN to affect you. You have access to the chapter houses and libraries. You gain 1 extra reputation die. -2 HP on cost of <i>Indomitable Will</i> advantage.
Chapter House ^{RC 68}	1-10 HP	Rose and Cross only. Found your own chapter house. See RC 68-70 for details.
Dietrich Sword ^{RC 68}	2 HP	Rose and Cross only. Damage with this sword lets you re-roll any 1's.
The Secret ^{RC 67}	5 HP	Rose and Cross only. You may raise one trait of your choice to 6 by spending experience. (<i>You can only get this for one trait, and it cannot be the same one as for Legendary Trait.</i>) (<i>This advantage can be purchased for 15 XP.</i>)
Tyro ^{RC 68}	2 HP	Rose and Cross only. You have a 50 HP Henchman who is loyal to you and training under you to become a knight. If your Tyro dies, you cannot get another for a full year. If your Tyro gets 150 XP, he becomes a Knight.
The Vow ^{RC 67}	1 HP	Rose and Cross only. If you spend 20 drama dice (total), a vow you make will come to pass. You can only have one vow at a time. This vow may not be against the Rose and Cross beliefs, be impossible, or be something that would lose you reputation.

The following are normally required at each rank: ^(RC 92)

- Initiate: *Servant skill*
- Poor Knight: *Athlete skill, Fencing skill*
- Wandering Knight: *Two traits at 3. Fencing (Attack) 3, Leaping 3, Surgery 3.*
- Sergeant Knight: *Three traits at 3. Master Swordsman. Leaping 5, Surgery 5.*
- Adept Knight: *Three scholar knacks at 3. Accounting 3.*
- Senior Knight: *Diplomacy 3, Etiquette 3, Law 3, Mathematics 3, Oratory 3.*
- Master Knight: *Diplomacy 5, Etiquette 5, Oratory 5.*

Knights training in different nations emphasize different traits and skills in training. See RC 72-73 for details.

Sophia's Daughters Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Sophia's Daughters Membership ^{SD 80}	5 HP	You have the ability to contact the Oracle through a scrying bowl, mirror, or pool. You may ask one question per story. You know three secure locations to hide out. You know a single portal to Bryn Bresail. You have a 1 point Connection advantage with another Daughter. This connection may be strengthened by spending more HP. You have practical knowledge of the Book of Mysteris. You may purchase an additional Panache point when starting for 2 HP less. Your maximum starting Panache is 4.
The Balm ^{SD 87}	5+ HP	Female Sophia's Daughters only. For every 5 HP spent, you have lived 50 years longer than your appearance suggests. You are immune to disease. You gain the Scholar skill for free. You gain 1 free point of a Language. For each additional 4 HP spent, you gain 2 points of Language and 2 ranks of History (maximum of 5, then you can spend the 2 points on any other civil skill).
Safe House ^{SD 90}	1-10 HP	Sophia's Daughters only. Found your own safe house. See SD 90-91 for details.
Songbird ^{SD 89}	1 HP	Sophia's Daughters only. You have a trained Sweetwren that can carry messages back and forth for you to any location it has been.

Lung Yin (Shadow of a Dragon) Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Lung Yin Membership ^{CJE 68}	5 HP	Can be taught Scheming, Sincerity and Underworld Lore to rank 6 2 HP discount on Scoundrel advantage You know a pair of codes; one allows you to leave messages in the arrangement of objects, and one that allows you to communicate secretly even when observed closely.

Jing Chiang Tuan (Golden Coin Society) Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Jing Chiang Tuan Membership ^{CJE 69}	5 HP	Can be taught Accounting, Diplomacy and Oratory to rank 6 2 HP discount on Connections advantage Can make an ointment to remove a Blood Mark; make one dose on a Wits + Compounds check against TN30, plus one per Raise. Applying the ointment causes 1k1 wounds as if from a firearm, and destroys the Blood Mark. Making the ointment takes two days.

Haathi ke Lokh (Elephant People) Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Haathi ke Lokh Membership ^{CJE 69}	5 HP	Can be taught Interrogation, Ride (elephant) and Traps to rank 6 2 HP discount on Indomitable Will advantage 2 Free Raises on any roll involving Tashil's history or legends.

Hei Jing Hu (Black Metal Tigers) Advantages

If you join this secret society, the following advantages are available to you.

Advantage	HP Cost	Description
Hei Jing Hu Membership ^{CJE 69}	5 HP	Can be taught Leadership, Strategy and Tactics to rank 6 2 HP discount on Commission advantage Free Raise on Intimidation rolls (whether you are intimidating or being intimidated) Lose one fewer unkept die when affected by a Fear Rating.

Backgrounds (PG 125-126)

Backgrounds cost 1 HP, 2HP, or 3 HP (3 XP, 6 XP, or 9 XP). The more that is spent on the Background, the more frequently it will come up. You can have a maximum of 4 HP in backgrounds to start the game. Whenever your background shows up in a story, you get 1 bonus XP (2 to 6 XP if it is the focus of the story).

You may have a maximum number of backgrounds equal to your Panache.

Background	Description
Acolyte Vows	CA 93 You are seeking position in a religious order and must abide by complex and possibly severe disciplines.
Afyam Addict	CJE 71 You are addicted to Afyam, a Cathayan painkiller. Every day on which you do not take a dose, make a Resolve roll against a TN of 10 per rank in this Background, plus 5 per day since you took a dose, plus 10 if it was only a medicinal dose. Failure means you undergo withdrawal symptoms. Withdrawal causes all rolls to be Raised by the rank of this Background. This effect is cumulative, and lasts until you take another dose. This effect does not apply to your daily addiction roll, or to Wound checks.
Amnesia	PG 166 You cannot remember who you are or how you got here.
Animal Animosity	US 93 You angered an important member of an animal special and now all members of that species is hostile to you.
Assassin	MO 79 A political rival hired an assassin to kill you.
Betrothed	VO 91 Your marriage has been arranged by family. You may not even know or have met the person. You are expected to follow through when the time comes.
Black Stone Veteran	RC 70 Rose and Cross only. You killed on behalf of the order and are haunted by the experience. You feel impure. You may re-roll one Resolve check per session, but the GM may make you re-roll one Panache check per session.
Bloodsworn	VV 90 Vesten only. You have sworn a blood oath to do something. You will succeed or die trying.
Code of Honor	VO 91 For each point spent on this, pick a rule of honor that you cannot break (you lose a drama die if you do break it). (Some Vodacce rules are on page VO 91.)
Colonial	IG 85 You were raised in an island colony, and are regarded as unrefined and ignorant by mainlanders.
Contentious Theory	IC 81 You discovered something and brought it public. Either the public or the Invisible College were not ready for this and have scorned your or worse. Your idea may or may not be correct.
Crisis of Faith	CP 90 EN 83 You used to be religious but now doubt your beliefs. Do you abandon them or return?
Cursed	PG 166 You may or may not know the curse, and may or may not accept its inevitability. But something bad happens.
Dead to the World	DK 69 You faked your death and are forbidden to let your loved ones and friends know.
Debt	PG 166 You owe money. The more points spent, the more money owed or the more intently they want to collect from you.
Defeated	PG 166 You were defeated and live with that shame. You force yourself into situations like it hoping to live up to what you should have done.
Dispossessed	CA 93 Someone has taken away your home and lands and you want them back. Amount spent on this indicates size/value of lands and strength of those holding them. You lose 1/2 of your monthly income to personal upkeep until this is resolved.
Dracheneisen Heir	EN 83 Eisen Noble only. You are next in line to receive a Dracheneisen item from a relative. You get XP for this background whenever that relative figures into a story. When get XP equal to 3 times the item's cost, you get the item.
Dragon Dreams	CJE 72 In your dreams, a dragon brings you a prophetic message. The more ranks you have in this background, the more important the message is.
El Vago	LV 82 Los Vagos only. You have worn the mask of El Vago. This makes you a wanted person.
Escaped from Tiakhar	CJE 72 You were a slave in Tiakhar, but you managed to escape. The more ranks you have in this background, the more powerful are your former masters, and the more upset they will be if they run into you again.
Exiled	PN 97 WOB 105 You are forbidden to return home. If you go, you could be executed.
Fascination	IG 85 You led a sheltered existence as a youth, and when you met strangers you became fascinated by something about them (such as perfume or an accent).
Fear	PG 167 You are terrified of something. You lose a number of actions each round equal to the HP cost or must spend them defending yourself from your fear.
Gadjo	US 93 Non-Fhideli only. The Fhideli have an unfavorable opinion of you due to something you did.
Hated Relative	VV 90 Vendel / Vesten only. You have a relative who stands on the other side of the Vendel / Vesten schism. You are feuding with this person.
Heirloom Relic	CP 91 You have a holy relic and are charged with protecting it.
Hunted	PG 167 Someone wants you. The more points spent, the more intently they are hunting you.
Hunting	PG 167 You lost something or someone you must get back. The more points spent, the more important it is or the more dangerous it will be to recover.
Huo Qiang Talisman	CJE 72 A long-dead relative was one of the 64 sorcerers who created the Wall of Fire, but you do not know the location of the talisman. The more points you put into this background, the more directly related you are to this person.
Infamous Teacher	SG 83 You learned your sword school by studying under an infamous teacher. That teacher's reputation and enemies make your life difficult.
Invention	IC 81 Invisible College only. You invented something. You think it would improve life for people so you want to publicize it, but it may make you hunted by the inquisition. You struggle with this choice.
Loan	VV 90 You have made a loan to someone who disappeared with the money. You want it back.

Background	Description
Lorenzo VO 91	Vodacce only. Your lineage traces back to the brutal Lorenzo family. You need to keep this secret or face dishonor and possibly death.
Lost Love PG 167	Your love left you for a hated enemy, who now wants to ruin you.
Lost Relative PN 97 WOB 105	A close relative disappeared or was kidnapped. You dedicated your life to finding them.
Memlo US 93	Fhideli only. Your people consider you unclean for something that happened to you. It could be your fault or something a Gadjo did.
Mistaken Identity PG 167	They are convinced you are someone you are not or that you know something you do not.
Mole RI 88	Rilasciare only. You belong to another organization and spy on it for the Rilasciare.
Moment of Awe PN 97 WOB 106	You saw something so incredible that you've dedicated your life to finding it again. A woman, the 7th Sea, an uncharted island, ...
Nemesis PG 167	Someone out there hates you and wants to ruin your life (not simply kill you).
Obligation PG 168	You owe somebody something and must repay the favor.
On the Streets FR 93	You have no home and must pay for your living expenses (unlike other heroes).
Orphaned EN 83	Separated from your family. You won't rest until you find out what happened.
Ousted KM 67	You used to be a member of an organization, but your membership has now been revoked. You cannot regain membership while you have this background.
Past Possession SD 86	Sophia's Daughters only. You have been possessed by a Sidhe spirit to do a service.
Predecessor KM 67	Requires membership in an organization. You are following in the footsteps of an older relative who was also a member of this organization, and you keep getting caught up with your predecessor's reputation and enemies.
Pressed Into Service PN 98 WOB 106	You are currently serving someone unwillingly and are waiting for a chance to escape.
Probation KM 67	Requires membership in an organization. Your membership in this organization is at risk due to some misdeed on your part. Other members of the organization are keeping a close eye on you, and the slightest mistake could cause you to lose your membership.
Qatihl'I Target CE 72	You have provoked the wrath of the Qatihl'i.
Ridiculed MO 79	A person in court has made a career out of ridiculing you. Points spent make him wittier and more powerful.
Rivalry PG 168	Someone else wants something you want. It may be a friend or an acquaintance, but you both want it really badly.
Romance PG 168	You have won the hand of a lover, but they need your help, assistance, time, to have rivals scared off, and so on.
Sect Adversary RI 88	Rilasciare only. A fellow Rilasciare doesn't like you and while he won't attack you, he'll snipe at you and discredit you.
Sidhe Lover AV 94	You have a romance with a Sidhe, but must keep it secret. Also, your lover may put restrictions on you.
Traitor CA 93	You had a moment of weakness and betrayed someone. You're trying to keep this hidden, but someone may blackmail you or find out. You start with +500 g.
Trance SD 85	Sry sorcerers only. You sometimes fall into epileptic fits whereby you see strange visions of Sidhe. These can be unpleasant.
Treasure Map PN 98 WOB 106	You have a map to something great. Points spent make it better and more dangerous to acquire.
True Identity PG 168	You did something in the past you want to hide and took on a new identity. You must strive to keep that old identity hidden.
Unsanctioned SG 83	You learned a sword school without permission and members of the school will resent you and even attack you if you use it. If your school would grant Swordsman's Guild membership, you instead get one free rank in a school knack.
Vaticine Relative LV 82	Los Vagos only. Someone very close to you is a member of the Vaticine church and they will be vulnerable if you are discovered and they may betray you.
Vendetta PG 168	There is someone you hate so much you want to make them suffer, even if it hurts you on the way.
Vow PG 168	You have made a promise you won't break, even if it costs your life.
Waisen Dependent EN 83	A relative or lover suffers from the Eisen Waisen which makes them hard to care for.
Wanted PN 98 WOB 106	There is a price on your head.

Languages (PG 163)

The table below shows the base cost in HP for learning to speak a language. The cost in XP is three times the given number.

Languages	Theah								Cathay							Crescent Empire						
	Avalon	Castille	Eisen	Mid. Arch.	Montaigne	Ussura	Fhideli	Vendel	Vodacce	Han Hua	Khimal	Koryo	Lanna	Tashil	Tiakhar	Xian Bei	Aldiz'ahali	Atlar'vahir	Jadur'rihad	Kurta'kir	Ruzgar'hala	Yilan'bazlik
Avalon	0	2	1	2	2	2	2	1	2	6	6	6	6	6	6	6	3	3	3	3	3	3
Cymric	1	3	2	3	3	3	3	2	3													
Inish	1	3	2	3	3	3	3	2	3													
Castille	2	0	2	3	1	3	3	2	1	5	5	5	5	5	5	5	2	2	2	2	2	2
Cathay																						
Han Hua	6	5	5	6	5	4	4	4	4	0	0	0	0	0	0	4	4	4	4	4	4	4
Khimal	6	5	5	5	5	4	4	6	6	3	1	2	3	4	4	2	4	4	4	4	4	5
Koryo	5	5	5	6	5	4	4	4	4	2	1	1	1	3	3	2	4	4	4	4	4	4
Lanna	6	5	5	6	5	5	5	5	6	2	2	1	1	2	2	1	4	4	4	4	4	4
Tashil	4	5	5	5	5	5	5	5	6	3	3	4	2	0	1	3	4	4	4	4	4	5
Tiakhar	4	5	5	4	5	6	6	5	6	2	4	3	3	1	0	3	4	4	4	4	4	6
Xian Bei	5	5	5	5	5	4	4	6	6	1	2	2	2	3	2	1	4	3	4	3	4	5
Crescent																						
Aldiz	4	2	4	5	5	3	3	3	4	4	4	4	4	4	4	4	0	2	3	2	2	3
Atlar	4	3	5	6	6	2	2	4	4	4	4	4	4	4	5	3	2	0	2	2	2	2
Jadur	4	4	5	6	6	3	3	5	6	4	4	4	4	3	3	4	2	2	0	2	3	2
Kurta	4	3	5	6	6	2	2	4	5	4	4	4	4	4	4	4	2	1	2	0	2	2
Ruzgar	3	2	4	5	4	4	4	4	3	4	4	4	4	5	4	4	2	2	2	1	0	2
Yilan	5	2	4	5	6	4	4	5	4	4	5	5	4	4	5	5	3	2	2	2	2	0
Tikaret (trade)	3	2	3	4	4	2	2	3	4	4	5	4	4	4	3	3	0	0	0	0	0	0
Tikat (relig.)	5	4	5	6	6	3	3	5	6							4	3	2	3	4	2	2
Tirala (gov't)	4	3	4	5	6	1	1	4	5	4	5	4	4	4	5	5	1	2	3	1	2	2
Eisen	1	2	0	1	2	2	2	1	2	5	5	5	5	5	5	5	3	3	3	3	3	3
High Eisen	2	3	1	2	3	3	3	2	3	6	6	6	6	6	6	6	5	5	5	5	5	5
Midnight Arch.	3	2	2	0	4	2	2	3	4	5	5	5	5	5	5	5	3	3	3	3	3	3
Montaigne	2	1	2	3	0	3	3	2	1	5	5	5	5	5	5	4	4	4	4	4	4	4
Thean	3	2	3	4	2	4	4	3	2	4	4	4	4	4	5	5	3	3	4	3	2	4
Ussuran	2	3	2	3	3	0	0	2	3	5	4	4	5	5	5	5	3	2	3	2	3	3
Fhideli	4	4	4	4	4	4	2	4	4													
Nadati							2															
Teodoran	3	4	3	4	4	1	1	3	4	5	3	5	5	5	5	4	3	2	3	1	3	3
Vendel	1	2	1	2	2	2	2	0	2	5	4	5	5	5	5	5	3	3	3	3	3	3
Vodacce	2	1	2	3	1	3	3	2	0	4	5	4	5	4	3	5	4	4	4	4	2	4

- Cymric ^(AV 31) = Native tongue of Av alon before Montaigne invasion. Rarely spoken now.
- Fhideli ^(US 101) = Used by Fhideli (gypsies). Written form is very complex.
- High Eisen ^(PG 163) = An Eisen language kept by the nobility to talk in front of foreigners.
- Inish ^(AV 44) = Native tongue of Inismore. Rarely spoken now.
- Nadati ^(US 101) = Only Fhideli may learn this. It is their old language. There is no written form.
- Teodoran ^(PG 163) = Ancient Ussuran language. Mostly spoken by scholars now.
- Thean ^(PG 163) = Language of the old republic. Texts of the Church of the Prophets are written in this.
- Tikaret ^(CE 85) = This is the Crescent trade language.
- Tikat ^(CE 85) = This is the Crescent religious language.
- Tirala ^(CE 85) = This is the Crescent government and courts language.

You can also modify your character's understanding of the language as follows:

Level of Understanding	Cost	Description
Acquaintance ^(PN 98)	-2 HP	You can understand only basic spoken concepts in the language.
Poor Speaker ^(NEW)	-1 HP	You can understand common words, but cannot follow fluent speakers.
Good Speaker	0 HP	You can understand and follow all conversations.
Native Speaker ^(NEW)	+1 HP	You can also speak without an accent, as if you were a native speaker.

Hint! *Linguist* advantage costs 2 HP and makes all languages cost 1 HP less (minimum cost 1 HP unless the starting cost is 0). A great thing to have if you acquire at least 2 languages.

House Rule: The *Accent* rules on CA 101, EI 95, MO 84, and VO 99 do not apply.
The *Pidgin* language rules on PN 98 do not apply.
The two “NEW” levels have been added above.

Literacy PG 163 / CJE 68

The ability to read and write a language you can speak costs 1 HP.

Exception: for *Han Hua, Khimal, Koryo, and Xian Bei*: 2 HP for literacy in the first of these languages, 1 HP thereafter.

Hint! The *Linguist* advantage costs 2 HP and makes all languages cost 1 HP less (minimum cost 1 HP unless the starting cost is 0). A great thing to have if you acquire at least 2 languages.

Skills

Skills define what your character knows. The following table describes the cost to acquire skills and knacks.

	HP Cost	XP Cost	Description
Skill	2 HP	10 XP	Rank 1 in all basic knacks (unless otherwise noted).
+1rank (basic knack)	1 HP	(2*New Rank) XP	Add 1 rank in a basic knack (max 5)
+1rank (advanced knack)	3 HP	(2*New Rank) XP	Add 1 rank in an advanced knack (max 5)

Academy advantage costs 4 HP (2 HP if *Eisen*) and makes Martial skills cost **1 HP** when first making the character.

University advantage costs 4 HP (2 HP if *Castille*) and makes Civil skills cost **1 HP** when first making the character.

House Rule: The core rules state that if you get two skills that grant the same basic knack, you start at Rank 2 in that knack. This rule is not being honored. You only start at Rank 1.

Martial Skills

Skill		Basic Knacks	Advanced Knacks
Archer	PG 151	Attack (Bow), Fletcher	Horse Archery, Snapshot (Bow), Trick Shooting (Bow)
Athlete	PG 152	Climbing, Footwork, Sprinting, Throwing	Break Fall, Leaping, Lifting, Long Distance Running, Rolling, Side-step, Swimming, Swinging
Blowpipe	CJE 91	Attack (blowpipe), Fletcher (darts)	Trick Shooting (Blowpipe), Poison
Bodyguard	SH 93	Interpose, Shadowing, Unobtrusive	Ambush, Cold Read, Conceal, Menace
Buckler	PG 152	Parry (Buckler)	Attack (Buckler)
Captain	PN 99 WOB 106	Strategy, Tactics	Ambush, Bribery, Cartography, Diplomacy, Gunnery, Incitation, Leadership, Logistics
Chain	CJE 90	Attack (Chain)	Bind (Chain), Entangle (Chain)
Cloak	CA 95	Parry (Cloak)	Entangle
Commander	PG 153	Strategy, Tactics	Ambush, Artillery, Cartography, Diplomacy, Gunnery, Incitation, Leadership, Logistics, Rocketry
Crossbow	PG 153	Attack (Crossbow), Fletcher	Reload (Crossbow), Reload (Chu -ko -nu)
Dirty Fighting	PG 154	Attack (Dirty Fighting)	Attack (Improvised Weapon), Eye-gouge, Kick, Parry (Improvised Weapon), Throat Strike, Throw (Improvised Weapon)
Exotic Thrown Weapons	CJE 91	Throw (Exotic Thrown Weapon)	Trick Throwing
Exotic Paired Weapons	CJE 91	Attack (Exotic Paired Weapon), Parry (Exotic Paired Weapon)	Double Parry (Exotic Paired Weapon)
Fencing	PG 154	Attack (Fencing), Parry (Fencing)	Cavalry Attack
Firearms	PG 155	Attack (Firearms)	Reload (Firearms)
Hard Martial Arts	CJE 88	Attack (Hard Martial Arts), Balance, Block (Hard Martial Arts), Footwork, Jab	Break Fall, Corps-a-corps, Kick, Knife Hand, Leaping, Throat Strike
Heavy Weapon	PG 155	Attack (Heavy Weapon), Parry (Heavy Weapon)	
Hand Axe	US 96	Attack (Hand Axe), Parry (Hand Axe)	Throw (Hand Axe)
Knife	PG 155	Attack (Knife), Parry (Knife)	Throw (Knife)
Panzerhand	PG 156	Attack (Panzerhand), Parry (Panzerhand)	Uppercut
Polearm	PG 156	Attack (Polearm), Parry (Polearm)	Set Defense
Pugilism	PG 156	Attack (Pugilism), Footwork, Jab	Ear Clap, Uppercut
Rider	PG 156	Ride (Horse)	Animal Training, Mounting, Ride (Elephant), Trick Riding
Sentry	SH 94	Etiquette, Stand Watch, Unobtrusive	Ambush, Hand Signs, Menace
Shield	US 96	Parry (Shield)	Attack (Shield)
Sling	CE 74	Attack (Sling)	Snapshot(Sling), Trick Shooting(Sling)
Soft Martial Arts	CJE 89	Balance, Block (Soft Martial Arts), Footwork, Grapple, Yield	Break Fall, Disarm (Unarmed), Escape, Joint Lock, Leaping, Meditation, Side-step, Throws
Staff	CJE 89	Attack (Staff), Parry (Staff)	Haymaker
Westling	PG 157	Grapple	Bear Hug, Break, Escape, Head Butt
Waylay	LV 81	Lie in Wait, Set Traps, Shadowing	Ambush, Camouflage, Land on Target, Snatch and Grab
Whip	CA 95	Attack (Whip)	

Civil Skills

Skill		Basic Knacks	Advanced Knacks
Acrobat	US 93	Balance, Footwork	Balancing, Break Fall, Circus, Contortion, Juggling, Leaping, Lifting, Rolling, Stunt, Swinging
Archaeologist	AH 60	Occult, Research, Society Lore (Explorer's)	Artifact Evaluation, Synchronism Lore, Trap Lore
Arson	RI 82	Mathematics, Street Navigation	Architecture, Cartography, Conceal, Natural Philosophy
Alchemy	SD 84	Research	Natural Philosophy, Occult, Poison

Skill		Basic Knacks	Advanced Knacks
Artist	PG 133	<i>Note: Start at rank 2 in one knack.</i> Composer, Drawing, Musician (instrument), Sculpting, Singing, Writing	
Bard	AV 95	Etiquette, History, Oratory, Singing	Diplomacy, Herb Lore, Riddles, Sidhe Lore
Bomb-making	RI 83	Blacksmith, Cooper, Mathematics	Fuses, Natural Philosophy, Poison
Cao Yao (Healer)	CJE 80	Diagnosis, First Aid, Masseur	Acupuncture, Compounds, Quack
Courtesan	VO 92	<i>This skill is for Vodacce women only.</i> <i>Note: Start at rank 1 in 3 knacks.</i> Acting, Dancing, Etiquette, Fashion, Jenny, Masseur, Unobtrusive	Cold Read, Conceal, Gossip, Mooch, Poison, Politics, Seduction, Sincerity
Courtier	PG 133	Dancing, Etiquette, Fashion, Oratory	Diplomacy, Gaming, Gossip, Lip Reading, Memorizing, Moch, Politics, Scheming, Seduction, Sincerity
Criminal	PG 134 CM 6	Gambling, Shadowing, Stealth	Ambush, Cheating, Lockpicking, Pickpocket, Prestidigitation, Quack, Scrounging
Doctor	PG 135 CM 6	Diagnosis, First Aid	Dentist, Examiner, Quack, Surgery, Veterinarian
Engineer	CA 93	Architecture, Drafting, Mathematics	Accounting, Cannonsmithing, Natural Philosophy
Falconer	US 94	Bird Handling	Animal Training
Fence	RI 84	Appraising, Socializing	Haggling, Shopping, Underworld Lore
Feng Shui Shi (Geomancer)	CJE 78	Chanting, Gardener, Interior Design, Oratory, Philosophy	Astronomy, Cartography, Geomancy, Meditation, Occult, Theology
Forger	RI 85	Calligrapher, Forgery, Paper Maker, Research	Conceal, Cryptography
Fortune Telling	US 94	Oratory, Palm Reading	Bones, Card Reading, Cold Read, I Ching, Haggling, Occult, Omens, Other Divination(<i>specify</i>)
Guide	VO 93	<i>Note: Start at rank 1 in 3 knacks (Street Navigation must be one of them).</i> Climbing, Ride, Stealth, Street Navigation, Survival, Tracking, Trail Signs.	Ambush, Cartography, Direction Sense, Navigation, Swimming.
Gwai Liao (Beaurocrat)	CJE 79	Etiquette, Fashion, Mathematics, Oratory, Research, Writing	Accounting, Diplomacy, Law, Politics, Scheming, Sincerity
Herbalist	SD 85	Cooking, Diagnosis, First Aid, Flora	Compounds, Poison, Quack
Hunter	PG 136	<i>Note: Start at rank 1 in 3 knacks.</i> Fishing, Skinning, Stealth, Survival, Tracking, Trail Signs, Traps	Ambush, Animal Training
Medicine Man	IG 79	Diagnosis, First Aid, Flora, Religious Lore (own religion)	Compounds, Quack, Storytelling
Merchant	PG 137 PN 100 VO 94 VV 93	<i>Note: Start at rank 2 in one knack.</i> Apothecary, Baker, Barber, Blacksmith, Brewer, Butcher, Calligrapher, Carpenter, Ceramics, Chandler, Cobbler, Confectioner, Cooking, Cooper, Distiller, Dying, Embalmer, Fireworks, Fletcher, Florist, Furrier, Gardener, Glassblower, Gunsmith, Hatter, Innkeeper, Jenny, Jeweler, Kitemaker, Mason, Masseur, Miller, Paper Maker, Perfumer, Potter, Printer, Sail Maker, Scribe, Seamstress, Shipwright, Spinner, Steward, Tailor, Vintner, Weaver, Wigmaker	Accounting, Appraising, Architecture, Bartending, Haggling, Tinker
Missionary	CP 86	<i>Note: Cannot also have Monk or Priest.</i> Oratory, Philosophy, Survival	Cold Read, Diplomacy, Theology
Monk	CP 87	<i>Note: Cannot also have Missionary or Priest.</i> Calligraphy, Menial Tasks, Philosophy, Writing	Compounds, Seneschal, Theology
Performer	PG 139 US 94 US 96	Acting, Dancing, Oratory, Singing	Animal Training, Circus, Cold Read, Disguise, Juggling, Memorizing, Prestidigitation, Sher Da Shi (snake charmer), Shill, Storytelling
Politician	MR 119	Etiquette, Oratory, Socializing	Diplomacy, Incitation, Politics, Rabble-rousing, Scheming, Sincerity
Priest	CA 94 CP 85	<i>Note: Cannot also have Missionary or Monk.</i> Oratory, Philosophy, Religious Lore (own religion), Writing	Diplomacy, Moch, Theology
Professor	IC 80	Oratory, Research, Writing	Law, Moch, Natural Philosophy, Occult, Politics, Theology, Tinker
Rahib (Priest)	CE 73	Calligraphy, Chanting, History, Menial Tasks, Philosophy, Unobtrusive, Writing	Diplomacy, Moch, Occult, Scrounging, Storytelling, Theology
Riverboat Pilot	EN 83	Balance, Knotwork, Rigging, River Navigation	Ambush, Bribery, Cartography, Diplomacy, Pilot, Swimming, Weather
Sailor	PG 140	Balance, Climbing, Knotwork, Rigging	Cartography, Leaping, Navigation, Pilot, Sea Lore, Swimming, Weather
Scholar	PG 141 CE 74	History, Mathematics, Philosophy, Research	Astronomy, Calculus, Law, Natural Philosophy, Occult, Theology
Servant	PG 142	Etiquette, Fashion, Menial Tasks, Unobtrusive	Accounting, Drive Carriage, Drive Sleigh, Gossip, Haggling, Seneschal, Valet

Skill		Basic Knacks	Advanced Knacks
Shirbaz (Magician)	CE 72	Etiquette, Fashion, Oratory	Cold Read, Pickpocket, Prestidigitation, Sincerity
Skald	VV 90	<i>This skill is for Vesten only.</i> History, Oratory, Singing, Writing	Diplomacy, Incitation, Riddles, Rune Lore, Storytelling, Theology
Spy	PG 143 US 96	Shadowing, Stealth	Bribery, Conceal, Cryptography, Disguise, Forgery, Hand Signs, Interrogation, Lip Reading, Memorizing, Poison, Sincerity
Streetwise	PG 144	Socializing, Street Navigation	Scrounging, Shopping, Underworld Lore
Teacher	SG 83	Oratory, Research, Writing	Cold Read, Incitation, Leadership, Storytelling, Training
Urchin	EN 84	Stealth, Street Navigation, Survival	Conceal, Pickpocket, Scrounging, Sincerity
Whaler	PN 100 VV 91 WOB 107	Balance, Knotwork, Throw (Harpoon)	Leaping, Poison, Sea Lore, Swimming, Weather

Skill Notes

Ordained advantage gives the *Scholar* skill for free.
Scoundrel advantage gives the *Streetwise* skill for free.

Your maximum rank in any knack as a starting character is 3.

Recommendations: Acquire all the skills you think your character will ever require when creating the character. This is when skills are the least expensive.
 Always get *Athlete* or *Pugilism* skill and increase *Footwork* knack to 3. This is your default passive defense!

Hint! Acquire advanced knacks only using XP. This is when they are the least expensive.

Rank 6

Knacks are normally limited to rank 5, but in some cases this is raised to rank 6. The cost to increase a knack from 5 to 6 is 25 XP (not 12 XP as might be expected).

The *Die Kreuzritter* secret society has one person who can train specific knacks to rank 6. ^(DK 69) He is:

Ambush	= Kazi, at Altamira
Stealth	= Kazi, at Altamira
Tracking	= Kazi, at Altamira

The *Invisible College* secret society has three people who can train specific knacks to rank 6. ^(IC 7879) They are:

Mathematics	= Reimar Derviny, Vestenmannavnjar
Research	= Ravenild Hibbot, Avalon
Natural Philosophy	= Alvara Arciniega, Castille

The *Los Vagos* secret society has three people who can train specific knacks to rank 6. ^(LV 77) They are:

Disguise	= Don Hector Ontiveros
Footwork	= Don Cristian Acedo de Lopez del Torres
Ride	= Dona Ximena de Gallegos

The *Rilasciare* secret society has three people who can train specific knacks to rank 6. ^(R1 77-78) They are:

Lockpicking	= Gabriel Menendez de Altamira, Altamira
Logistics	= Nolan Chaucer, at Kirk
Oratory	= Boris Nicholeivich Sokolov, at Pavtlow

The *Rose and Cross* secret society has three people who can train specific knacks to rank 6. ^(RC 66) They are:

Attack (Fencing)	= Sprague, at The Dungeon
Leaping	= Rachel Mulligan, at Carleon House
Surgery	= Marcos San Filipe, at San Cristobal Library

The *Sophia's Daughters* secret society has three people who can train specific knacks to rank 6. ^(SD 82) They are:

History	= Fidencia Suarez, Rancho Aldana
Natural Philosophy	= Reune Vengasdotter, whereabouts unknown
Seduction	= Madame Lorraine Weller, Kirk

The *Swordsman's Guild* has three people who can train specific knacks to rank 6. ^(SG 82) They are:

Attack (Heavy Weapon)	= Hrodgeir, Viddenheim
Footwork	= Linnae Knute, Kirk
Parry (Knife)	= Sebastien Valroux de Martise, Echine

Several combat schools allow members to increase certain knacks to rank 6.

Skill Rolls

You normally roll " $(Trait+Knack)k(Trait)$ ". If you do not have the skill for a given knack (being at rank 0 of a knack in a skill you do have offers no penalty), you roll " $(Trait)k(Trait)$ " but none of your dice exp lode and you roll against a TN that is 5 higher.

The maximum number of dice you can roll is 10. If you have more than 10 unkept dice, they become kept dice. If you have more than 10 kept dice, turn each extra into a +10 on your roll. So "12k11" becomes "10k13" becomes "10k10+30".

Knacks

A character's traits define how good he or she is at doing things. The skill each knack is available in is listed, with a '*' used to indicate that it is an advanced knack in that skill.

Knack		Skill	Description
Accounting	CA 93 CJE 79 PG 138 PG 142	Engineer * Gwai Liao * Merchant* Servant*	
Acting	PG 139 VO 92	Courtesan Performer	
Acupuncture	CJE 80	Cao Yao *	
Ambush	EN 84 LV 81 PG 135 PG 137 PG 153 PN 99 SH 93 SH 94 VO 94	Bodyguard * Captain* Commander* Criminal* Guide* Hunter* Riverboat Pilot* Sentry * Waylay *	
Animal Training	PG 137 PG 139 PG 157 US 94	Falconer* Hunter* Performer* Rider*	
Apothecary	VV 93	Merchant	
Appraising	PG 138 RI 84	Fence Merchant*	
Architecture	CA 93 VV 93 RI 82	Arson * Engineer Merchant *	
Artifact Evaluation	AH 60	Archaeologist*	
Artillery	PG 153	Commander*	
Astronomy	CJE 78 PG 142	Feng Shui Shi * Scholar*	
Attack (Blowpipe)	CJE 91	Blowpipe	
Attack (Bow)	PG 151	Archer	
Attack (Buckler)	PG 153	Buckler*	1k1 damage. ^(CM 6)
Attack (Chain)	CJE 90	Chain	
Attack (Crossbow)	PG 153	Crossbow	
Attack (Dirty Fighting)	PG 154	Dirty Fighting	
Attack (Exotic Paired Weapon)	CJE 91	Exotic Paired Weapons	
Attack (Fencing)	PG 154	Fencing	
Attack (Firearms)	PG 155	Firearms	
Attack (Hand Axe)	US 96	Hand Axe	
Attack (Hard Martial Arts)	CJE 88	Hard Martial Arts	
Attack (Heavy Weapon)	PG 155	Heavy Weapon	
Attack (Improvised Weapon)	PG 154	Dirty Fighting*	
Attack (Knife)	PG 155	Knife	
Attack (Panzerhand)	PG 156	Panzerhand	
Attack (Polearm)	PG 156	Polearm	Used for bayonets as well.
Attack (Pugilism)	PG 156	Pugilism	
Attack (Shield)	US 96	Shield *	
Attack (Sling)	CE 74	Sling	
Attack (Staff)	CJE 89	Staff	
Attack (Whip)	CA 95	Whip	
Baker	VV 93	Merchant	
Balance	CJE 88 CJE 89 EN 83 PG 140 PN 100 US 94 VV 91	Acrobat Hard Martial Arts Riverboat Pilot Sailor Soft Martial Arts Whaler	
Balancing	CJE 77	Acrobat *	Used for balancing objects such as spinning plates.
Barber	PG 137	Merchant	
Bartending	PG 138	Merchant*	

Knack		Skill	Description
Bear Hug	PG 157	Wrestling*	
Bind (Chain)	CJE 90	Chain *	
Bird Handling	US 94	Falconer	
Blacksmith	PG 137 RI 83	Bomb-making Merchant	
Block	CJE 88 CJE 89	Hard Martial Arts Soft Martial Arts	
Bones	US 95	Fortune Telling*	
Break	PG 157	Wrestling*	
Break Fall	CJE 88 CJE 89 PG 152 US 94	Acrobat* Athlete* Hard Martial Arts * Soft Martial Arts *	
Brewer	VV 93	Merchant	
Bribery	EN 84 PG 143 PN 99	Captain* Riverboat Pilot* Spy*	
Butcher	PG 137	Merchant	
Calculus	CE 74	Scholar	Your rank in this skill may not exceed your Mathematics rank. Non-Crescent characters cannot start with a rank in this knack.
Calligrapher	CE 73 CP 87 PG 137 RI 85	Forger Merchant Monk Rahib	
Camouflage	LV 82	Waylay *	
Cannonsmithing	CA 93	Engineer *	
Card Reading	US 95	Fortune Telling*	
Carpenter	PN 100 VV 93	Merchant	
Cartography	CJE 78 EN 84 PG 140 PG 153 PN 99 RI 83 VO 94	Arson* Captain* Commander* Feng Shui Shi * Guide* Riverboat Pilot* Sailor*	
Cavalry Attack	CE 74	Fencing *	
Ceramics	PG 137	Merchant	
Chandler	PG 137	Merchant	
Chanting	CE 73 CJE 78	Feng Shui Shi Rahib	
Cheating	PG 135	Criminal*	
Circus	PG 139 US 94	Acrobat* Performer*	
Climbing	PG 140 PG 152 VO 93	Athlete Guide Sailor	
Cobbler	VV 93	Merchant	
Cold Read	CE 72 CP 86 PG 140 SG 83 SH 93 VO 92 US 95	Bodyguard * Courtesan* Fortune Telling* Missionary * Performer * Shirbaz * Teacher *	
Composer	PG 133	Artist	
Compounds	CJE 80 CP 87 IG 79 SD 85	Cao Yao * Herbalist* Medicine Man * Monk *	
Conceal	EN 85 PG 143 RI 83 RI 85 SH 93 VO 92	Arson * Bodyguard * Courtesan* Forger* Spy* Urchin*	
Confectioner	VV 93	Merchant	
Contortion	US 94	Acrobat*	

Knack		Skill	Description
Cooking	PG 138 SD 85	Herbalist Merchant	
Cooper	PG 138 RI 83	Bomb-making Merchant	
Corps-a-corps	CJE 88	Hard Martial Arts *	
Cryptography	PG 143 RI 85	Forger* Spy*	
Dancing	PG 133 PG 139 VO 92	Courtesan Courtier Performer	
Dentist	PG 136	Doctor*	
Diagnosis	CJE 80 IG 79 PG 136 SD 85	Cao Yao Doctor Herbalist Medicine Man	
Diplomacy	CJE 79 EN 84 CA 94 CE 73 CP 86 MR 120 PG 134 PG 153 PN 99 VV 91	Bard* Captain* Commander* Courtier* Gwai Liao * Missionary * Politician * Priest * Rahib * Riverboat Pilot* Skald *	
Direction Sense	VO 94	Guide*	
Disarm	CJE 89	Soft Martial Arts *	
Disguise	PG 140 PG 143	Performer* Spy*	
Distiller	VV 93	Merchant	
Double Parry	CJE 91	Exotic Paired Weapons *	
Drafting	CA 94	Engineer	
Drawing	PG 133	Artist	
Drive Carriage	PG 142	Servant*	
Drive Sleigh	US 96	Servant*	
Dying	PG 138	Merchant	
Ear Clap	PG 156	Pugilism*	
Embalmer	PG 138	Merchant	
Entangle	CA 95 CJE 90	Cloak * Chain *	
Escape	PG 157 CJE 89	Soft Martial Arts * Wrestling*	
Etiquette	CE 72 CJE 79 MR 119 PG 133 PG 142 SH 94 VO 92	Bard Courtesan Courtier Gwai Liao Politician Sentry Servant Shirbaz	
Examiner	PG 136	Doctor*	
Eye-gouge Fashion	PG 154 CE 72 CJE 79 PG 134 PG 142 VO 92	Dirty Fighting* Courtesan Courtier Gwai Liao Servant Shirbaz	
Fireworks	CJE 83	Merchant	
First Aid	CJE 80 IG 79 PG 136 SD 85	Cao Yao Doctor Herbalist Medicine Man	
Fishing	PG 136	Hunter	
Fletcher	CJE 91 PG 138 PG 151 PG 154	Archer Blowpipe Crossbow Merchant	

Knack		Skill	Description
Flora	IG 79 SD 85	Herbalist Medicine Man	
Florist	VV 93	Merchant	
Footwork	CJE 88 CJE 89 PG 152 PG 156 US 94	Acrobat Athlete Hard Martial Arts Pugilism Soft Martial Arts	
Forgery	PG 143 RI 85	Forger Spy *	
Furrier	PG 138	Merchant	
Fuses	RI 84	Bomb-making *	
Gambling	PG 134	Criminal	
Gaming	PG 134	Courtier *	
Gardener	CJE 78 PG 138	Feng Shui Shi Merchant	
Geomancy	CJE 78	Feng Shui Shi *	
Glassblower	PG 138	Merchant	
Gossip	PG 134 PG 142 VO 93	Courtesan * Courtier * Servant *	
Grapple	CJE 89 PG 157	Soft Martial Arts Wrestling	
Gunnery	PG 153 PN 99	Captain* Commander*	
Gunsmith	VV 93	Merchant	
Haggling	PG 138 PG 143 RI 84 US 95	Fence * Fortune Telling * Merchant * Servant *	
Hand Signs	PG 143 SH 94	Sentry * Spy *	
Hatter	VV 93	Merchant	
Haymaker	CJE 88	Staff *	
Head Butt	PG 157	Wrestling*	
Herb Lore	AV 95	Bard *	
History	CE 73 PG 141 VV 91	Bard Rahib Scholar Skald	
Horse Archery	PG 151	Archer*	
I Ching	CJE 81	Fortune Telling *	
Incitation	MR 119 PG 153 PN 99 SG 84 VV 91	Captain * Commander * Politician * Skald * Teacher *	
Innkeeper	PG 138	Merchant	
Interior Design	CJE 78	Feng Shui Shi *	
Interpose	SH 93	Bodyguard	Use to protect someone else. Your TN to be hit is reduced by 10 (min 5); client can use your rank in this as their PD. As AD, you take the damage; if you take a DW you gain a DD.
Interrogation	PG 143	Spy*	
Jab	PG 156 CJE 88	Hard Martial Arts Pugilism	
Jenny	PG 138 VO 92	Courtesan Merchant	
Jeweler	PG 138	Merchant	
Joint Lock	CJE 89	Soft Martial Arts *	
Juggling	US 94	Acrobat * Performer *	
Kick	PG 154 CJE 88	Dirty Fighting* Hard Martial Arts *	0k2 damage. ^(CM 6)
Kite Maker	CJE 83	Merchant	
Knife Hand	CJE 88	Hard Martial Arts *	

Knack		Skill	Description
Knotwork	EN 83 PG 140 PN 100 VV 92	Riverboat Pilot Sailor Whaler	
Land on Target	LV 82	Waylay *	
Law	CJE 79 IC 80 PG 142	Gwai Liao * Professor * Scholar *	
Leadership	PG 153 PN 99 SG 84	Captain* Commander* Teacher *	
Leaping	CJE 88 CJE 89 PG 140 PG 152 PN 100 US 94 VV 92	Acrobat* Athlete* Hard Martial Arts * Sailor* Soft Martial Arts * Whaler*	
Lie in Wait	LV 81	Waylay	
Lifting	PG 152 US 94	Acrobat* Athlete*	
Lip Reading	PG 134 PG 144	Courtier* Spy*	
Lockpicking	PG 135	Criminal*	
Logistics	PG 153 PN 99	Captain* Commander*	
Long Distance Running	PG 152	Athlete*	
Mason	VV 93	Merchant	
Masseur	CJE 80 PG 138 VO 92	Cao Yao Courtesan Merchant	
Mathematics	CA 93 CJE 79 PG 141 RI 82 RI 84	Arson Bomb-making Engineer Gwai Liao Scholar	
Meditation	CJE 78 CJE 89	Feng Shui Shi * Soft Martial Arts *	
Memorizing	US 96	Courtier* Performer* Spy*	
Menace	SH 94 SH 95	Bodyguard * Sentry *	Can Intimidate with Resolve + Menace.
Menial Tasks	CE 73 CP 87 PG 142	Monk Rahib Servant	
Miller	PG 138	Merchant	
Mooch	CA 94 CE 73 IC 80 PG 134 VO 93	Courtesan* Courtier* Priest * Professor * Rahib *	
Mounting	PG 157	Rider*	
Musician (Instrument)	PG 133	Artist	
Natural Philosophy	CA 93 IC 80 PG 142 RI 83 RI 84 SD 84	Alchemy * Arson* Bomb-making* Engineer * Professor * Scholar*	
Navigation	PG 140 VO 94	Guide* Sailor*	
Occult	CE 73 CJE 78 IC 80 PG 142 SD 84 US 95	Alchemy * Archaeologist * Feng Shui Shi * Fortune Telling* Professor * Rahib * Scholar*	
Omens	US 95	Fortune Telling*	

Knack		Skill	Description
Oratory	CA 94 CE 72 CJE 78 CJE 79 CP 86 IC 80 MR 119 PG 134 PG 139 SG 83 US 95 VV 91	Bard Courtier Feng Shui Shi Fortune Telling Gwai Liao Missionary Performer Politician Priest Professor Shirbaz Skald Teacher	
Other Divination (specify)	US 95	Fortune Telling*	Choose another form of fortune telling.
Palm Reading	US 95	Fortune Telling	
Paper Maker	PG 138 RI 85	Forger Merchant	
Parry (Buckler)	PG 152	Buckler	
Parry (Cloak)	CA 95	Cloak	
Parry (Exotic Paired Weapon)	CJE 91	Exotic Paired Weapons	
Parry (Fencing)	PG 154	Fencing	
Parry (Hand Axe)	US 96	Hand Axe	
Parry (Heavy Weapon)	PG 155	Heavy Weapon	
Parry (Improvised Weapon)	PG 154	Dirty Fighting*	
Parry (Knife)	PG 155	Knife	
Parry (Panzerhand)	PG 156	Panzerhand	
Parry (Polearm)	PG 156	Polearm	
Parry (Shield)	US 96	Shield	
Parry (Staff)	CJE 89	Staff	
Perfumer	VO 94 VV 93	Merchant	
Philosophy	CA 94 CE 73 CJE 78 CP 86 PG 141	Feng Shui Shi Missionary Monk Priest Rahib Scholar	
Pickpocket	CE 72 EN 85 PG 135	Criminal* Shirbaz * Urchin*	
Pilot	EN 84 PG 141	Riverboat Pilot* Sailor*	
Poison	CJE 91 PG 144 PN 100 RI 84 SD 85 VO 93 VV 92	Alchemy * Blowpipe * Bomb-making* Courtesan* Herbalist * Spy* Whaler*	
Politics	CJE 79 PG 134 IC 80 MR 120 VO 93	Courtesan* Courtier* Gwai Liao * Politician * Professor *	
Potter	PG 138	Merchant	
Prestidigitation	CE 72 PG 135 PG 140	Criminal* Performer* Shirbaz *	
Printer	VV 93	Merchant	
Quack	CJE 80 IG 79 PG 134 PG 136 SD 85	Cao Yao * Criminal* Doctor* Herbalist* Medicine Man *	
Rabble-Rousing Religious Lore	MR 120 IG 79	Politician * Medicine Man Priest	
Reload (Chu-ko-nu)	CJE 83	Crossbow*	
Reload (Crossbow)	PG 154	Crossbow*	
Reload (Firearms)	PG 155	Firearms*	

Knack		Skill	Description
Research	CJE 79 IC 80 PG 141 RI 85 SD 84 SG 83	Alchemy Archaeologist Forger Gwai Liao Professor Scholar Teacher	
Riddles	AV 95 VV 91	Bard* Skald *	
Ride (Elephant)	CJE 83	Rider *	
Ride (Horse)	PG 157 VO 93	Guide Rider	
Rigging	EN 84 PG 140	Riverboat Pilot Sailor	
River Navigation	EN 84	Riverboat Pilot	
Rocketry	CJE 84	Commander *	Use as attack knack for rockets.
Rolling	PG 152 US 94	Acrobat* Athlete*	
Rune Lore	VV 91	Skald *	
Sail Maker	PG 138	Merchant	
Scheming	CJE 79 MR 119 PG 134	Courtier * Gwai Liao * Politician *	
Scribe	PG 138	Merchant	
Scrounging	CE 73 EN 85 PG 135 PG 144	Criminal* Rahib Streetwise* Urchin*	
Sculpting Sea Lore	PG 133 PG 141 PN 100 VV 92	Artist Sailor* Whaler*	
Seamstress	PG 138	Merchant	
Seduction	PG 134 VO 93	Courtesan* Courtier*	
Seneschal	CP 87 PG 143	Monk * Servant*	
Set Defense	PG 156	Polearm*	
Set Traps Shadowing	LV 81 LV 81 PG 134 PG 143 SH 93	Waylay Bodyguard Criminal Spy Waylay	
Sher Da Shi	CHE 84	Performer*	Cathayan snake charmer.
Shill	US 96	Performer*	
Shipwright	PN 100 VV 93	Merchant	
Shopping	PG 144 RI 85	Fence* Streetwise*	
Side-step Sidhe Lore	CJE 89 PG 152 AV 95	Athlete* Soft Martial Arts * Bard*	
Sincerity	CE 73 CJE 79 EN 85 PG 134 PG 144 VO 93	Courtesan* Courtier* Gwai Liao * Shirbaz * Spy* Urchin*	
Singing	PG 133 PG 139 VV 91	Artist Bard Performer Skald	
Skinning	PG 136	Hunter	
Snapshot (Bow)	PG 151	Archer*	
Snapshot (Sling)	CE 74	Sling *	
Snatch and Grab	LV 82	Waylay *	
Socializing	MR 119 PG 144 RI 84	Fence Politician Streetwise	
Society Lore (Explorer's)	AH 60	Archaeologist	
Spinner	PG 138	Merchant	

Knack		Skill	Description
Sprinting	PG 152	Athlete	
Stand Watch	SH 94	Sentry	Use to resist moving or distractions. Also use for noticing someone sneaking past your station.
Stealth	EN 84 PG 126 PG 135 PG 143 VO 93	Criminal Guide Hunter Spy Urchin	
Steward	PG 138	Merchant	
Storytelling	CE 73 IG 79 PG 140 SG 84 VV 91	Medicine Man * Performer* Rahib * Skald * Teacher *	
Strategy	PG 153 PN 99	Captain Commander	
Street Navigation	EN 84 PG 144 R 82 VO 93	Arson Guide Streetwise Urchin	
Sunt	US 94	Acrobat*	
Surgery	PG 136	Doctor*	
Survival	CP 86 EN 84 PG 136 VO 93	Guide Hunter Missionary Urchin	
Swimming	EN 84 PG 141 PG 152 PN 100 VO 94 VV 92	Athlete* Guide* Riverboat Pilot* Sailor* Whaler*	
Swinging	PG 152 US 94	Acrobat* Athlete*	
Syneth Lore	AH 60	Archaeologist*	
Tactics	PG 153 PN 99	Captain Commander	
Tailor	PG 138	Merchant	
Theology	CA 94 CE 73 CJE 78 CP 86 IC 80 PG 142 VV 91	Feng Shui Shi * Missionary * Monk * Priest * Professor * Rahib Scholar* Skald *	
Throat Strike	PG 154 CJE 88	Dirty Fighting * Hard Martial Arts *	
Throw (Exotic Thrown Weapon)	CJE 91	Exotic Thrown Weapons	
Throw (Hand Axe)	US 96	Hand Axe *	
Throw (Harpoon)	PN 100 VV 92	Whaler	
Throw (Improvised Weapon)	PG 154	Dirty Fighting *	
Throw (Knife)	PG 155	Knife *	
Throwing	PG 152	Athlete	May not be used to attack. ^(CM6)
Throws	CJE 90	Soft Martial Arts *	
Tinker	IC 80 VV 93	Merchant * Professor *	
Tracking	PG 137 VO 93	Guide Hunter	
Trail Signs	PG 137 VO 93	Guide Hunter	
Training	SG 84	Teacher *	
Trap Lore	AH 60	Archaeologist *	
Traps	PG 137	Hunter	
Trick Riding	PG 157	Rider*	
Trick Shooting (Blowpipe)	CJE 91	Blowpipe *	
Trick Shooting (Bow)	PG 152	Archer *	
Trick Shooting (Sling)	CE 74	Sling *	

Knack		Skill	Description
Trick Throwing	CJE 91	Exotic Thrown Weapons *	
Underworld Lore	PG 144 RI 85	Fence* Streetwise*	
Unobtrusive	CE 73 PG 142 SH 93 SH 94 VO 92	Bodyguard Courtesan Rahib Sentry Servant	
Uppercut	PG 156 PG 156	Panzerhand * Pugilism *	
Valet	PG 143	Servant*	
Veterinarian	PG 136	Doctor*	
Vintner	PG 138	Merchant	
Weather	EN 84 PG 141 PN 100 VV 92	Riverboat Pilot* Sailor* Whaler*	
Weaver	PG 138	Merchant	
Wigmaker	VV 93	Merchant	
Writing	CP 87 CA 94 CE 73 CJE 79 IC 80 PG 133 SG 83 VV 91	Artist Gwai Liao Monk Priest Professor Rahib Skald Teacher	
Yield	CJE 89	Soft Martial Arts	

Equipment

Weapons (PG 24 + PG 194 + KM 67-68)

Weapon	Cost	Damage	Short Range	Long Range	Reload
<i>Fist</i>	free	0k1	-	-	-
Arquebus ^(KM 67)	15 g	5k3	3 to 35 yd = -10 to hit	70 yd = -15 to hit	30 actions
When firing, roll on the Weather Table; a roll of over 15 means the match has gone out and must be relit (1 action).					
Battle Axe	8 g	3k2	-	-	-
Bayonet	3 g	3k2	-	-	-
Blunderbuss ^(KM 68)	20 g	1 yd: 5k4 Short: 5k3 Long: 3k2	3 to 10 yd = -0 to hit	20 yd = -20 to hit	25 actions
At long range and when fired by Brutes, no firearm damage is considered to have been done. Can be used to attack whole Brute Squads.					
Boar Spear ^(EN 99)	6 g	1k2	-	-	-
Bow, Standard	8 g	2k2	75 yd = -5 to hit	150 yd = -10 to hit	1 action
Bow, Long ^(AV 94)	10 g	2k2	100 yd = -5 to hit	200 yd = -10 to hit	1 action
Broadsword	10 g	3k2	-	-	-
Buckler	4 g	1k1	-	-	-
Carbine ^(KM 68)	20 g	4k3	3 to 30 yd = -10 to hit	60 yd = -15 to hit	25 actions
Claymore ^(AV 94)	12 g	4k2	-	-	-
(-1 die to hit)					
Crossbow	12 g	2k3	50 yd = -5 to hit	100 yd = -10 to hit	6 actions
Cutlass ^(PN 101)	10 g	3k2	-	-	-
(-1 die to hit)					
Fencing Sword	15 g	2k2	-	-	-
Harpoon ^(PN 102)	8 g	3k2	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
(3k3 vs Whales)					
Heavy Weapon	8- 10 g	3k2	-	-	-
Hand Axe ^(US 103)	6 g	2k2	(5+Brawn) yd = -0 to hit	(10+2*Brawn) yd = -5 to hit	-
Knife	6 g	1k2	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
Knife, Throwing ^(VO 101)	6 g	1k1	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
(+5 to hit)					
Main -gauche	8 g	1k2	-	-	-
Musket	20 g	5k3	3 to 40 yd = -10 to hit	80 yd = -15 to hit	30 actions
Panzerhand	5 g	0k2	-	-	-
Pistol	20 g	4k3	3 to 15 yd = -10 to hit	30 yd = -15 to hit	20 actions
Pole-arm	14 g	2k2	-	-	-
Shield ^(US 103)	10 g	1k1	-	-	-
Sling ^(CE 93)	1 g	1k2	60 yd = -5 to hit	120 yd = -10 to hit	1 actions
Spear ^(IG XX)	6 g	3k2	(3+Brawn) yd = -0 to hit	(5+2*Brawn) yd = -5 to hit	-
Stiletto ^(RI 91)		0k2	-	-	-
(+1 die to hit)					
Whip ^(CA 105)	2 g	0k1			
(-1 to action die for attacking, +5 to initiative total)					
Zweihander ^(EN 100)	20 g	3k3	-	-	-

Cathayan Weapons (CJE 117-120)

Weapon	Cost	Damage	Short Range	Long Range	Reload
Chakram	4 qian	1k2	13 yd = +5 to hit	25 yd = -5 to hit	-
Throwing ring, uses Exotic Thrown skill					
Chu-ko-nu	30 qian	1k2	30 yd = -5 to hit	60 yd = -15 to hit	0 actions
Repeating crossbow, uses Crossbow skill; magazine holds 12 bolts; 18 actions to replace magazine					
Dao	12 qian	3k2	-	-	-
Single-edged broadsword, uses Heavy Weapon skill					
Darn dao	16 qian	2k2	-	-	-
Small dao, uses Fencing skill					
Gwon	2 qian	2k2	-	-	-
Long staff, uses Staff skill; +5 to Parry (Staff)					
Hu tsa	14 qian	4k2	-	-	-
Tiger-hunting trident, uses Polearm skill					
Jiu jie bien	16 qian	3k3	-	-	-
Ninesection whip, uses Chain skill					
Kan dao	15 qian	3k2	-	-	-
Single-edged sword, uses Heavy Weapon skill					

Weapon	Cost	Damage	Short Range	Long Range	Reload
Kastane Ornate sword from Tiakhar; uses Fencing skill	150 qian	3k2	-	-	-
Mei far chen Small blowpipe, uses Blowpipe skill; can hold up to 5 darts; 1 action to reload until empty; 3 actions to refill; +25 to conceal it; you cannot take raises for damage	22 qian	1 point per dart	4 yd = -5 to hit	7 yd = -15 to hit	
Niu er jian dao Butterfly knife, uses Knife skill; used in pairs; cannot be thrown; +5 to Parry (Knife)	9 qian	1k2	-	-	-
Paku Throwing spikes, uses Exotic Thrown skill; Brawn is not added to damage; Can throw an additional paku by taking a raise, up to 3 paku	½ qian	1k1	(½ <i>Brawn</i>) yd = 0 to hit	(<i>Brawn</i>) yd = -10 to hit	
Rocket Uses Commander skill; stand holds 30 rockets	60 qian	5k4	100 yd = -25 to hit	200 yd = -35 to hit	
Sa tjat koen Three-section flail, uses Chain skill	14 qian	3k2	-	-	-
Seurng tjat koen Two-section flail, uses Chain skill	8 qian	2k2	-	-	-
Shi zi jian Long, flexible sword, uses Fencing skill	22 qian	2k2	-	-	-
Shuang gao Hooked sword, uses Exotic Paired skill; used in pairs	21 qian	2k2	-	-	-
Shuang huan Metal ring with protruding blades, uses Exotic Paired skill; used in pairs	11 qian	1k2	-	-	-
Shuang pian yue ya chan Polearm, uses Polearm skill; one end has a shovel-shaped blade, the other has a hooked blade	18 qian	4k2	-	-	-
Shua tou quiang Double-headed spear, uses Polearm skill	20 qian	4k2	-	-	-
Tieh shan gong War fan, uses Exotic Paired skill	13 qian	0k2	-	-	-
Tulwar Curved sword from Tashil, uses Fencing skill; does not take an action to draw	20 qian	2k2	-	-	-

Crescent Weapons ^(CE 92-93)

Weapon	Cost	Damage	Short Range	Long Range	Reload
Adaga ^(CE 93)	15 g	1k2 / 2k2	-	-	-
Dilmekiri ^(CE 93)	20 g	3k2	-	-	-
Katar ^(CE 92)	6 g	2k2 (-1 die to parry) (-2 die thrown)	(3+ <i>Brawn</i>) yd = -0 to hit	(5+2* <i>Brawn</i>) yd = -5 to hit	-
Manople ^(CE 93)	20 g	2k2	-	-	-
Scimitar ^(CE 93)	15 g	2k2 (+1k1 to lunge)	-	-	-

Weapon Supplies ^(PG 24)

Item	Cost
Arrow or Bolt	
<i>Normal</i>	0.02 g
<i>Grappling</i>	0.40 g
Gunpowder	0.1 g/shot
Lead Bullets	0.05 g/shot
Chu-ko-nu bolts (12)	3/5 qian
Mei Far Chen darts (5)	2 qian

Item	Cost
Belt for scabbard	0.5 - 2 g
Bullet mold	0.9 g
Extra flint	0.10 g
Powder flask (10 shots)	0.5 g
Musket Rest (+5 to hit)	2 g
with shield (PD+10 vs missile wpns)	+5 g

Item	Cost
Powder measure	1 g
Quiver (20 arrows)	1 g
Sheath	
<i>Plain</i>	1 g
<i>Ornamented</i>	4+ g
Rocket launching stand (holds 30 rockets)	30 qian

Sword Fencing Ring Grip = Gives +5 on Feint attempts but you take 1k1 wounds if disarmed. ^(VO 101)

Clothing (PG 24)

Item		Cost
Belt	<i>Fancy</i>	2+ g
	<i>Leather</i>	0.50 g
Boots	<i>Fine</i>	5+ g
	<i>Plain</i>	2 g
	<i>Riding</i>	3 g
Cloak	<i>Fine</i>	3 g
	<i>Plain</i>	1 g
Coat	<i>Fancy</i>	5+ g
	<i>Plain</i>	1 g
Dress	<i>Fancy</i>	5+ g
	<i>Plain</i>	2 g
Gloves	<i>Cotton</i>	0.10 g
	<i>Leather</i>	0.20 g
	<i>Silk</i>	2+ g

Item		Cost
Gown, exotic		7+ g
Jacket	<i>Fancy</i>	3+ g
	<i>Plain</i>	1 g
Pants	<i>Fancy</i>	2+ g
	<i>Plain</i>	0.80 g
Shirt	<i>Plain</i>	0.50 g
	<i>Silk</i>	2+ g
Shoes	<i>Fancy</i>	2+ g
	<i>Plain</i>	0.50 g
Suit	<i>Plain</i>	1 g
	<i>Silk</i>	4+ g

Item		Cost
Apron	<i>Cloth</i>	0.08 g
	<i>Leather</i>	0.80 g
Cape		1 g
Climbing Gloves		2 g
Hat		1 g
Mask		0.30+ g
Money Belt		0.40 g
Shoes, snow		2 g
Spectacles		5+ g
Undergarment		1+ g
Tabbard		0.80 g
Veil		0.05 g
Vest		0.40 g
Wig		1 g

Food (PG 25)

Item	Cost
Ale (quart)	0.03 g
Banquet	1 g/person
Beer (keg)	0.20
Brandy (bottle)	2 g
Cider (jar)	0.03 g
Dinner	0.25 g

Item	Cost
Fruit (1 piece)	0.02 g
Fruit, Citrus	0.10 g
Jerky (1 week)	1 g
Liquor (jigger)	0.10 g
Mead (bottle)	0.15 g
Pork	0.15 g/lb

Item		Cost
Rum (bottle)		0.10 g
Tea		5 g/lb
Wine	<i>Average</i>	0.10 g
	<i>Fine</i>	1 g
	<i>Excellent</i>	5+ g

Transportation (PG 24)

Item		Cost
Cart	<i>Large</i>	40 g
	<i>Small</i>	25 g
Coach	<i>2 Horses</i>	200 g
	<i>4 Horses</i>	400 g
	<i>6 Horses</i>	800 g
Dog Sled (7 dogs)		70 g
Passage	<i>Land</i>	3g/100 mi
	<i>Ship</i>	5g/100 mi
Sleigh		50 g
Wagon	<i>2 Horses</i>	60 g
	<i>4 Horses</i>	80 g

Item		Cost
Donkey		35 g
Horse	<i>Draft</i>	50 g
	<i>Pony</i>	45 g
	<i>Race</i>	1000+ g
	<i>Riding</i>	60 g
	<i>War</i>	750 g
Mule		40 g
Ox		90 g

Item		Cost
Bit and Bridle		5 g
Harness		75 g
Hobbles		1 g
Horse Blanket		0.50 g
Saddle Bags		5 g
Saddle Blanket		0.50 g
Saddle	<i>Pack</i>	10 g
	<i>Riding</i>	15 g
	<i>Side</i>	15 g
	<i>War</i>	30 g
Yoke		1 g

Miscellaneous (PG 25)

Item	Cost
Backpack	0.07 g
Balance & Weights	14 g
Bandage	0.30 g
Basket, Whicker	2 g
Beaker, Glass	0.75 g
Bedroll	1.25 g
Blanket	1 g
Book, Blank (100 pg)	1 g
Book, Scholarly	1-10 g
Brazier	25 g
Candle	0.50 g
Chain	1 g/ft
Chalk (12 pieces)	1 g
Chisel	0.50 g
Clock, Pendulum	200 g
Clock, Water	40 g
Compass	1+ g
Crowbar	1 g
Crucible	5 g
Dice (wooden)	0.25 g
File	0.15 g
Flask, Glass	0.40 g
Grappling Hook	2 g
Hammer	0.75 g
Hatchet	1 g

Item	Cost
Hourglass	5 g
Ink	0.60 g
Lamp Oil	0.10 g/hr
Lantern	2 g
Lens, Glass	13 g
Litter	0.25 g
Lock (TN 10)	5 g
Lockpicks	10 g
Mallet	0.50 g
Mattocks	2 g
Map or scroll tube	1 g
Mess Kit	2 g
Mirror, Full Length	25+ g
Mirror, Small	10 g
Mortar & Pestle	3 g
Nails	2 g/lb.
Needle, Sewing	0.30 g
Pavilion (10 man)	40 g
Pen	5 - 15 g
Pick, Climbing	2 g
Pick, Rock	0.75 g
Pillow	0.50 g
Pole (10')	0.01 g
Prism	15 g
Razor	2 g

Item	Cost
Rope (50')	1 g
Saw	3 g
Scissors	4 g
Sextant	5+ g
Shovel	1.50 g
Soap	3 g
Splint set	0.20 g
Spike, Iron	0.20 g
Spike, Wooden	0.10 g
String (50 ft)	0.25 g
Surgical Kit	100 g
Telescope	5+ g
Tent (2 man)	10 g
Thread (10')	0.10 g
Tweezers	0.25 g
Vial, Glass	0.10 g
Wax, Sealing	0.10 g/seal
Whetstone	1 g
Whistle	1 g
Wire, Iron (10')	0.30 g

Other Information

Characters have a number of calculated values and other numbers used during game play. They are described here.

Drama Dice

Your character has a number of Drama Dice equal to their lowest Trait.

Drama dice can be used at any time to add *1 kept die* to any die roll... after you see whether the roll was successful or not! You can also use them to activate a hubris in an NPC, to activate your virtue, for sorcery, or to prevent being knocked out.

Passive Defense (PG 191-192)

During combat, when someone tries to hit your character, they roll against your passive defense target number (TN). Generally, your TN depends on your rank in the appropriate athletic knack. The Default defense is used when on your feet. Other defenses are used when doing specific actions. When not prone and not under a non-default activity, you may use your rank in a Parry knack for your passive defense get a $TN=5+(Parry*5)$.

Regardless of your defense, you may make an Active Defense using the same knack as was used for your Passive Defense (you cannot use a different knack for the Active Defense). For example, if you used Parry for passive, you must use it for Active. If you used Riding for your Passive Defense, you must use it for Active.

Activity	Passive Defense
Default	5 + (<i>Footwork</i> *5)
Climbing	5 + (<i>Climbing</i> *5)
Leaping	5 + (<i>Leaping</i> *5)

Activity	Passive Defense
Riding	5 + (<i>Riding</i> *5)
Rolling	5 + (<i>Rolling</i> *5)
Running	5 + (<i>Sprinting</i> *5)

Activity	Passive Defense
Swinging	5 + (<i>Swinging</i> *5)
Swimming	5 + (<i>Swimming</i> *5)
Unstable Surface	5 + (<i>Balance</i> *5)

Wounds (PG 128-129)

Flesh Wounds are taken when your character takes damage. Each time the character takes damage, you need to make a **Wounds Check**. This roll is **(Brawn)k(Brawn)**. If this roll is less than your number of flesh wounds, you take a Dramatic Wound. If you have the *Toughness* advantage, you get 1 extra unkept die on this roll.

A character can take only so many Dramatic Wounds. If a character takes **(Resolve)** Dramatic Wounds, the character is **Crippled** and **your dice do not explode**.

If a character takes **2*(Resolve)** Dramatic Wounds, they are **Knocked Out**.

Wealth and Income (PG 131-132)

Characters start with 3 months of income, a set of clothes, and a single weapon (CM 25). Monthly income is zero unless you purchase one of the advantages which give you an income (some depend on the number of HP spent on the advantage):

Advantage	Description
Commission (Army)	8/month (2 HP), 20g/month (4 HP), 50g/month (6 HP), 75g/month (8HP).
Commission (Navy)	10g/month (2 HP), 25g/month (4 HP), 60g/month (6 HP), 90g/month (8HP).
Gentry	No income, but start with 10,000g.
Governor	50 g/month plus extra if embezzle.
Iron Guard	20 g/month.
Jarl	100 g/month.
Merchant Guild	Your rank in your professional knack in dice <i>keep 2</i> each month.
Merchant Patron	10-40 g/month.
Noble	500g/month.
Ordained	30g/month.
Patron	10g/month (2 HP), 20g/month (3 HP), 40g/month (4 HP), 80g/month (6 HP), or 160g/month (8 HP).
Stelets	20g/month.
Tenure	15g/month.

If you did not purchase any of the above advantages, you can choose to be a servant, and earn your highest ranked basic Servant knack each month. For example, if your highest rank is 2, you get 2g/month. You also start with 10 times this amount (instead of just 3 times). (CM 6)

If you have no starting income, you start with 1k1 g.

Note that you do not normally spend money on food, shelter, or to maintain property. Those are assumed to be paid for. The listed income is extra money.

Reputation (PG 129-130)

A character normally starts with zero Reputation Points (but the *Citation* and *Scoundrel* advantages can alter this).

You gain reputation points when you do a heroic deed which is witnessed and talked about. You lose reputation points when you do a dastardly deed.

Every 10 reputation points (round down) earns one Reputation Die. These dice work like Drama Dice (meaning they get used up in a act) and may be used for any social actions (impressing someone, intimidating someone, or seducing someone). These dice can also be rolled alone (and used up) for special reputation actions described below:

A Vendel may purchase temporary reputation points. This costs 250g to generate 10 reputation for one week. Paying more will increase the length of time, not the amount of reputation. This cannot be done for more than 4 weeks in a given area. ^(VV 103)

Reputation Action	TN	Description
Aid (Major)	30	An NPC will grant you major assistance.
Aid (Minor)	20	An NPC will grant you minor assistance.
Martyr	40	An allied NPC will risk their life for you.
Recognition	15	You are recognized by a stranger.
Rescue	25	Some NPCs work toward your rescue.

Reputation	Effect of reputation reaching this value
-30	At this value, your character becomes an NPC. With the Scarovese advantage, you can drop to -40 or even -50 before becoming an NPC.
25	You get a free Patron advantage.
50	You get a second free Patron, plus some Hangers On (fans who follow you and expect things from you).
75	You get a third free Patron, plus a Citation (such as a knighthood, medal of honor, land, or image in artwork).
100	You get a fourth free Patron, plus a Menace (someone devoted to your downfall).
125	You get a fifth free Patron, plus a Membership is offered in a secret society.
130	This is the maximum value for Reputation.